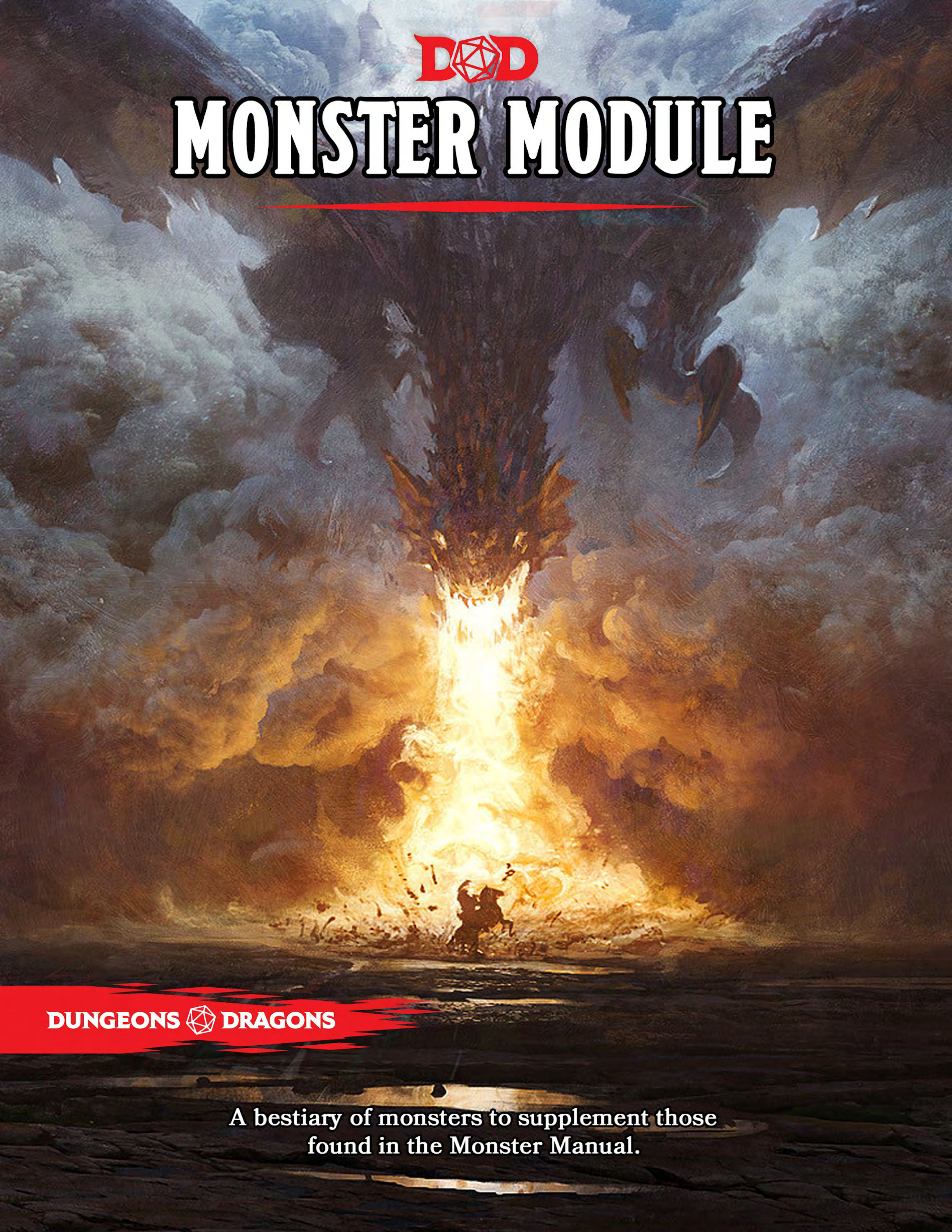

D&D

MONSTER MODULE

DUNGEONS & DRAGONS

A bestiary of monsters to supplement those
found in the Monster Manual.

CREDITS

Lead Designer/Producer: Jonoman3000
References: Player's Handbook, Monster Manual, Volo's Guide to Monsters, Forgotten Realms Wiki, Dragon #132
Cover Illustrator: Grzegorz Rutkowski
Interior Illustrators: Brynn Metheney (pg. 4), Stephen Wood (pg. 5), Carlo Spagnola (pg. 7), Forrest Imel (pg. 8), Lee Kent (pg. 9), Jong Il Kim (pg. 10), Toh Seng Kai (pg. 11), Paul Bannon (pg. 12), Julien Carrasco (pg. 14, 19, 37), Sam Wood (pg. 15), Jaemin Kim (pg. 16), Lynx Sphinx (pg. 17), William O'Connor (pg. 18), Jason Engle (pg. 20), Joanna Wolska (pg. 23), Armiche Lora (pg. 23), Dio Mahesa (pg. 24), Mike Azevedo (pg. 25), M ZM (pg. 26), Miguel Mercado (pg. 27), Magdalena Pagowska (pg. 28), Antonio José Manzanedo (pg. 29), Slawomir Maniak (pg. 30), Sutthiwat (pg. 31), JeeHyung Lee (pg. 32), Vlad Gheneli (pg. 33), Jang Yeunjae (pg. 33), Cristian Chihaia (pg. 34), Kekai Kotaki (pg. 35), Biagio D'Alessandro (pg. 36, 39), Dave Melvin (pg. 38), Felipe Escobar Bravo (pg. 40), RJ Palmer (pg. 41), Aaron Nakahara (pg. 42), Alex Alexandrov (pg. 43), Yigit Koroglu (pg. 44), Raluca Marinescu (pg. 45), Zack Stella (pg. 46), Brian Valeza (pg. 47)

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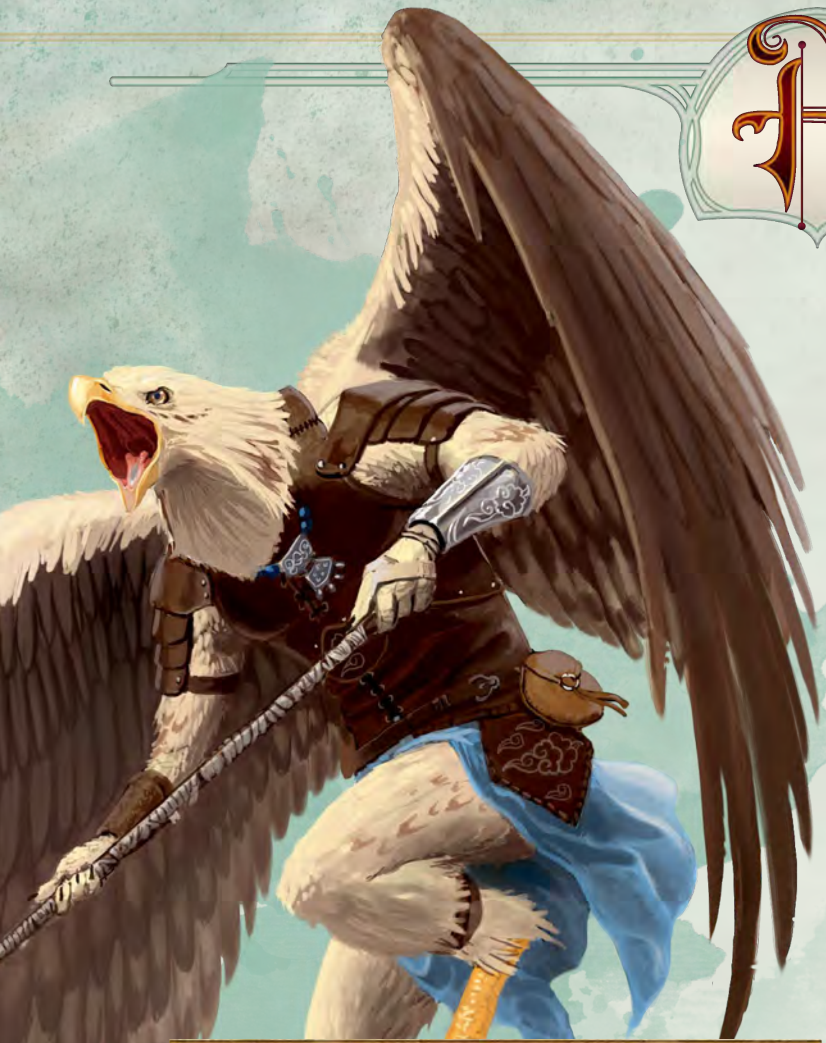
Created March 2017

ON THE COVER
Grzegorz Rutkowski illustrates the final moments of a brave paladin before his imminent demise to the breath of an ancient red dragon.

Disclaimer: If your party gets absolutely, utterly destroyed by any of the creatures presented in this book, I offer you my greatest condolences. In the event of such a catastrophic encounter with any or all entities presented here, just blame your Dungeon Master. If the "or all" statement was applicable, you should absolutely blame your Dungeon Master. If you don't want to blame them, I suppose you could blame me instead. But know that I'll just make even deadlier monsters for your Dungeon Master to throw at you if you do.



AARAKOCRA

The small tribes of Aarakocra that dot the Elemental Plane of Air and the other worlds of D&D are made up of both fierce warbands and priestly orders devoted to their goddess, Aerdrie Faenya. While most Aarakocra worship Aerdrie, a small number of tribes worship other gods and goddesses as well.

AARAKOCRA CAPTAIN

An aarakocra captain is, as its name describes, the captain of an aarakocra warband. Proven combatants and inspiring leaders, aarakocra captains lead their tribe's warriors into battle against their enemies, and quickly muster a defense when their tribes are attacked. A captain of an aarakocra warband is generally chosen on the basis of merit, where the strongest among the tribe fiercely compete for the position.

In battle, a captain leads their troops using hand signals and short phrases, organizing them into formations. They do not stay at the back for long, however. Once a battle starts they quickly charge into the fray with their long, yet surprisingly light lance. Their dive attacks leave enemies vulnerable to incoming attacks from the captain's troops, allowing them to quickly dive in and make their own strike.

AARAKOCRA SHARPSHOOTER

In order to create a well-balanced warband, a variety of both melee and ranged troops are necessary. This is where the aarakocra sharpshooters come in. Highly skilled with the longbow, these warriors make effective skirmishers that can greatly augment the effectiveness of a warband. Among the aarakocra, sharpshooters are the most nimble flyers. They are trained from a young age to fly with great dexterity, allowing them to easily evade their enemy's grasp.

AARAKOCRA CAPTAIN

Medium humanoid (aarakocra), neutral good

Armor Class 16 (studded leather armor)
Hit Points 65 (10d8 + 20)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	13 (+1)	16 (+3)	15 (+2)

Skills Athletics +3, Perception +7
Senses passive Perception 17
Languages Aarakocra, Auran
Challenge 3 (700 XP)

Dive Attack. If the aarakocra is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 14 (4d6) damage to the target, and the next attack roll made against the target before the end of the aaracokra's next turn has advantage.

ACTIONS

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage.

Lance. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one creature. *Hit:* 10 (1d12+4) piercing damage. If this attack is made against a target within 5 feet of the aarakocra, the attack has disadvantage.

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 7 (1d6+4) piercing damage.

AARAKOCRA SHARPSHOOTER

Medium humanoid (aarakocra), neutral good

Armor Class 13
Hit Points 22 (4d8 + 4)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Skills Perception +6
Senses passive Perception 16
Languages Aarakocra, Auran
Challenge 1/2 (100 XP)

Skirmisher. The aarakocra can take the Disengage action as a bonus action on each of its turns

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage.

Longbow. *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8+3) piercing damage.

AARAKOCRA PRIEST OF AERDRIE

Medium humanoid (aarakocra), neutral good

Armor Class 14 (studded leather armor)
Hit Points 71 (11d8 + 22)
Speed 20 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	15 (+2)	14 (+2)	13 (+1)	20 (+5)	14 (+2)

Saving Throws Wis +8, Cha +5
Skills Perception +11, Insight +8, History +4, Religion +4
Senses passive Perception 21
Languages Aarakocra, Auran
Challenge 8 (3,900 XP)

Blessing Of Aerdrie. The aarakocra's staff attacks deal an additional 1d8 thunder damage, included in the attack. When the aarakocra hits a creature with their staff, they can use their bonus action and expend a spell slot of 1st level or higher to deal an additional 2d8 thunder damage. If a spell slot of 2nd level or higher is expended, the extra damage increases by 1d8 for each slot level above 1st.

Innate Spellcasting. The aarakocra priest of aerdrie's spellcasting ability is Wisdom (spell save DC 16). The aarakocra priest of aerdrie can innately cast the following spells, requiring no material components:
At will: *gust, gust of wind, warding wind*
1/day each: *control winds*

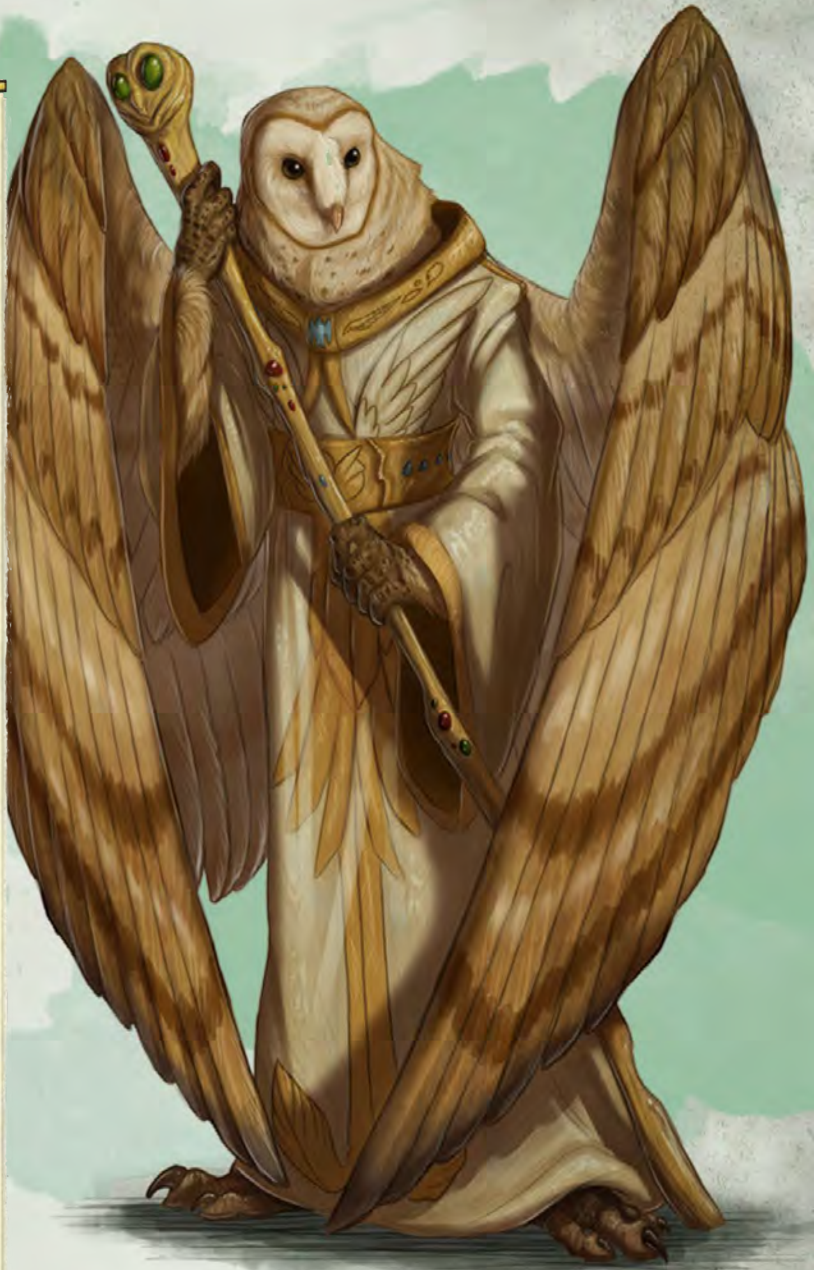
Spellcasting. The aarakocra priest of aerdrie is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). The aarakocra priest of aerdrie has the following cleric spells prepared:
Cantrips (at will): *guidance, light, resistance, sacred flame, spare the dying*
1st level (4 slots): *bless, fog cloud, guiding bolt, healing word, thunderwave*
2nd level (3 slots): *augury, shatter, spiritual weapon*
3rd level (3 slots): *call lightning, sleet storm, spirit guardians* (radiant)
4th level (3 slots): *control water, ice storm*
5th level (2 slots): *destructive wave* (radiant), *insect plague*

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) slashing damage.

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., *Hit:* 5 (1d6+2) bludgeoning damage or 6 (1d8 + 2) bludgeoning damage if used with 2 hands, plus 4 (1d8) thunder damage.

Animate Air (1/day). The aarakocra forms an air elemental in an unoccupied space within 60 feet of it. It acts as an ally to its creator, and follows their commands (no action required). The elemental remains for 1 hour, until its creator dies, or until its creator dismisses it as an action.



AARAKOCRA PRIEST OF AERDRIE

Aerdrie Faenya, also known as the Winged Mother or the Lady of Air and Wind, is the goddess that most aarakocra worship. She is an elvish goddess, and the primary patron of the avariel, or winged elves.

Aarakocra priests of Aerdrie have been visited and granted power by Aerdrie herself, who appeared to them as a brilliant white bird to grant them her blessing. Only the most accomplished among the aarakocra priesthood receive Aerdrie's blessing, which grants them the innate magical ability to manipulate and animate air to do their will.

Priests of Aerdrie often act as assistants to the tribe's leader, and they may take over the leader's responsibilities if they were to meet an unfortunate end. As the mouthpiece of their goddess, priests of Aerdrie are some of the most powerful individuals in aarakocra society.

Aboleth Sovereign

Huge aberration, lawful evil

Armor Class 19 (natural armor)
Hit Points 199 (19d12 + 76)
Speed 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	18 (+4)	20 (+5)	17 (+3)	21 (+5)

Saving Throws Con +9, Int +10, Wis +8
Skills History +10, Insight +8, Perception +8
Senses darkvision 120 ft., passive Perception 18
Languages Deep Speech, telepathy 120 ft.
Challenge 16 (15,000 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by a transformative mucus. A creature that touches the aboleth or that hits it with a melee attack while within 5 feet of it must make a DC 19 Constitution saving throw. On a failure, the creature takes is diseased for 1d4 hours. The diseased creature can breathe only underwater, and has disadvantage on Constitution saving throws.

Probing Telepath. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

Actions

Multiattack. The aboleth makes four tentacle attacks. It can use psychic blast in place of any tentacle attack.

Tentacle. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (3d6+7) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can only be removed by *heal* or another disease curing spell of 6th level or higher. When the creature is outside a body of water, it takes 13 (2d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8+7) bludgeoning damage. If the target is Large or smaller, the aboleth soveriegn can choose to push it up to 10 feet away.

Psychic Blast. *Ranged Spell Attack:* +10 to hit, range 60 ft., one creature. *Hit:* 14 (4d6) psychic damage and the target can't take reactions until the start of their next turn. If the target is reduced to 0 hit points by this attack, the aboleth soveriegn regains a number of hit points equal to the damage dealt.

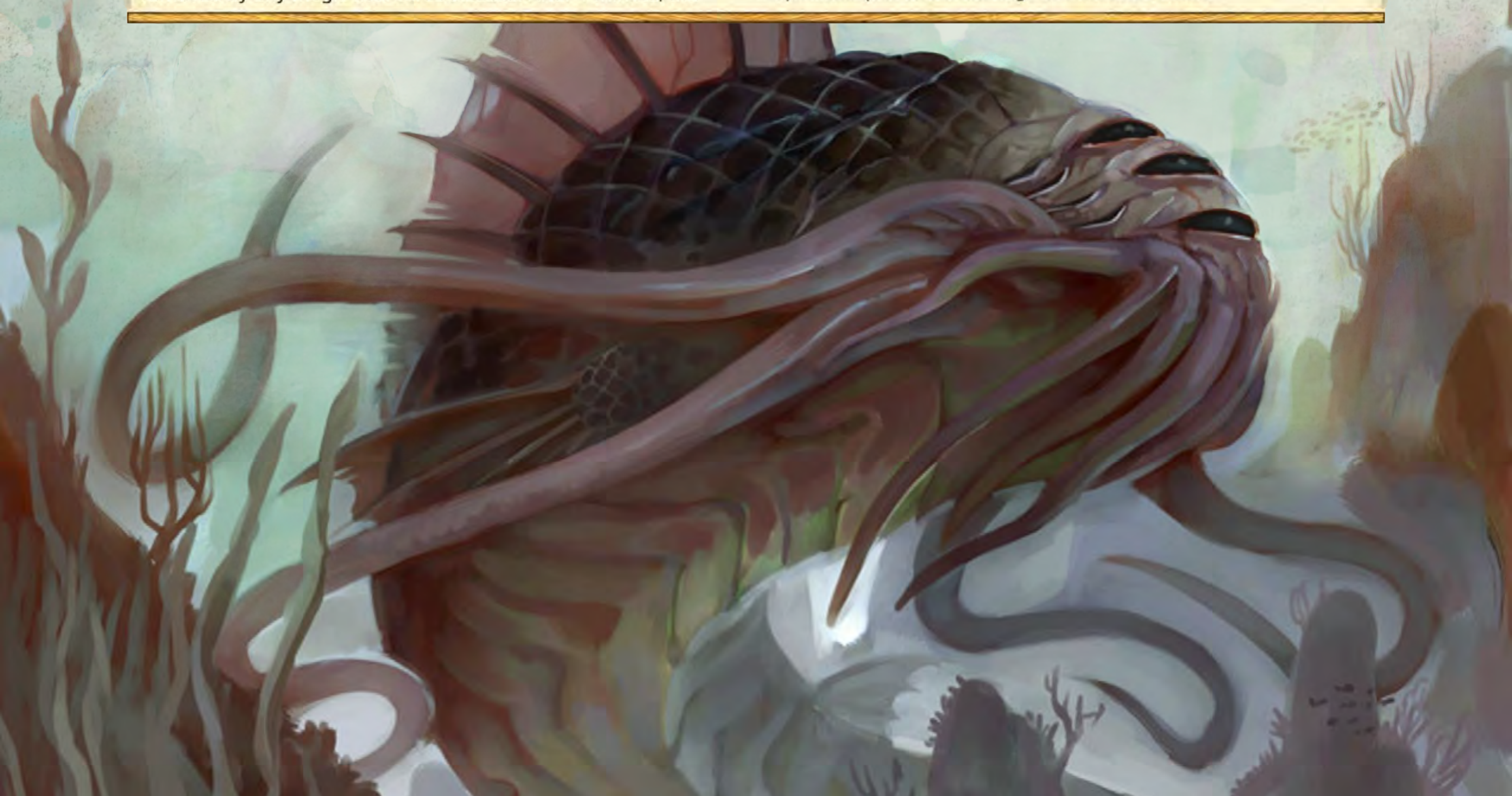
Enslave. The aboleth targets one creature it can see within 30 feet of it. The target must succeed on a DC 19 Wisdom saving throw or be magically charmed by the aboleth until the aboleth dies or until it is on a different plane of existence from the target. The charmed target is under the aboleth's control and can't take reactions, and the aboleth and the target can communicated telepathically with each other over any distance.

Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 10 miles away from the aboleth.

Legendary Actions

The aboleth sovereign can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The aboleth sovereign regains spent legendary actions at the start of its turn.

Detect. The aboleth makes a Wisdom (Perception) check.
Tail Swipe. The aboleth makes one tail attack.
Psychic Drain (Costs 2 Actions). One creature charmed by the aboleth takes 20 (6d6) psychic damage, and the aboleth regains hit points equal to the damage the creature takes.



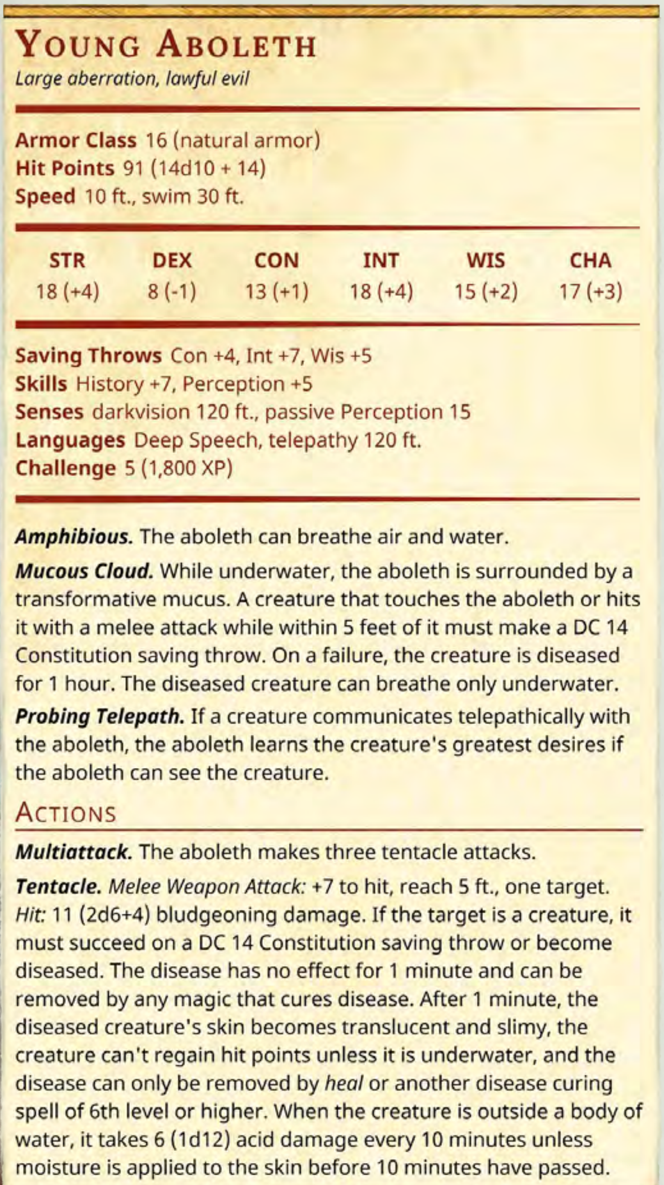
ABOLETHS

Two variants of the aboleth appear here: a "young" aboleth, whose body was recently destroyed and remade, and an aboleth sovereign, the original aboleths of the Forgotten Realms that have existed since the world was young.

YOUNG ABOLETH

Aboleths never truly die. When an aboleth's body is destroyed, its spirit returns to the elemental plane of water, mind and memories intact. Over a period of days or even months, a new body coalesces for the aboleth. When first recreated, the aboleth's body is greatly weakened and vulnerable. During this time the aboleth is considered "young," though that isn't entirely true. While the aboleth's body may be underdeveloped, its mind is still eternal and unforgetting.

If an aboleth's body is destroyed during this time, the time it takes to coalesce is increased. While an aboleth killed fully grown often regenerates over a few days or weeks, an aboleth killed in this state may take months to reform.



YOUNG ABOLETH

Large aberration, lawful evil

Armor Class 16 (natural armor)
Hit Points 91 (14d10 + 14)
Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	13 (+1)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Con +4, Int +7, Wis +5
Skills History +7, Perception +5
Senses darkvision 120 ft., passive Perception 15
Languages Deep Speech, telepathy 120 ft.
Challenge 5 (1,800 XP)

Amphibious. The aboleth can breathe air and water.

Mucous Cloud. While underwater, the aboleth is surrounded by a transformative mucus. A creature that touches the aboleth or hits it with a melee attack while within 5 feet of it must make a DC 14 Constitution saving throw. On a failure, the creature is diseased for 1 hour. The diseased creature can breathe only underwater.

Probing Telepath. If a creature communicates telepathically with the aboleth, the aboleth learns the creature's greatest desires if the aboleth can see the creature.

ACTIONS

Multiattack. The aboleth makes three tentacle attacks.

Tentacle. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy, the creature can't regain hit points unless it is underwater, and the disease can only be removed by *heal* or another disease curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

ABOLETH SOVEREIGN

The abolethic sovereignty consists of the eldest aboleths, beings that existed in the Far Realm back when the world was young and the gods absent. They came to the material plane though no plans of their own, as their great city, Xxiphu, plummeted from the Far Realm into the primordial oceans of the world.

Since then, the aboleth sovereigns have long dissociated themselves with the other aboleths of the realms, who regard them with both fear and disdain. Far older than the other aboleths, aboleth sovereigns have different thought patterns and beliefs that set them apart from their cousins.

AN ABOLETH SOVEREIGN'S LAIR

Aboleth sovereigns make their lair in the deepest depths of the ocean, where their ancient cities and obelisks have existed since the beginning of time. It is here where they spend the majority of their existence, plotting their revenge against the gods.

LAIR ACTIONS

When fighting inside is lair, an aboleth sovereign can invoke ambient magic to take lair actions. On initiative count 20 (losing initiative ties), the aboleth sovereign takes a lair action to cause one of the following effects:

- The aboleth sovereign casts phantasmal force (no components required) on any number of creatures it can see within 60 feet of it. While maintaining concentration on this effect, the aboleth can't take other lair actions.
- Pools of water within 150 feet of the aboleth sovereign surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 19 Strength saving throw or be pulled up to 20 feet into the water and restrained until the end of their next turn. The aboleth can't use this lair action again until it has used a different one.
- Water in the aboleth sovereign's lair becomes momentarily charged with psychic energy. The aboleth sovereign can target any number of creatures it can see in such water within 150 feet of it. A target must succeed on a DC 19 Wisdom saving throw or take 14 (4d6) psychic damage and become paralyzed until the end of their next turn. The aboleth can't use this lair action again until it has used a different one.

REGIONAL EFFECTS

The area containing an aboleth sovereign's lair contains all the same effects as an aboleth, as listed in the Monster Manual.

VARIANT: ABOLETH SPELLCASTING

Occasionally, an aboleth might be gifted with innate spellcasting ability. Normal aboleths with this variant gain the following innate spellcasting feature:

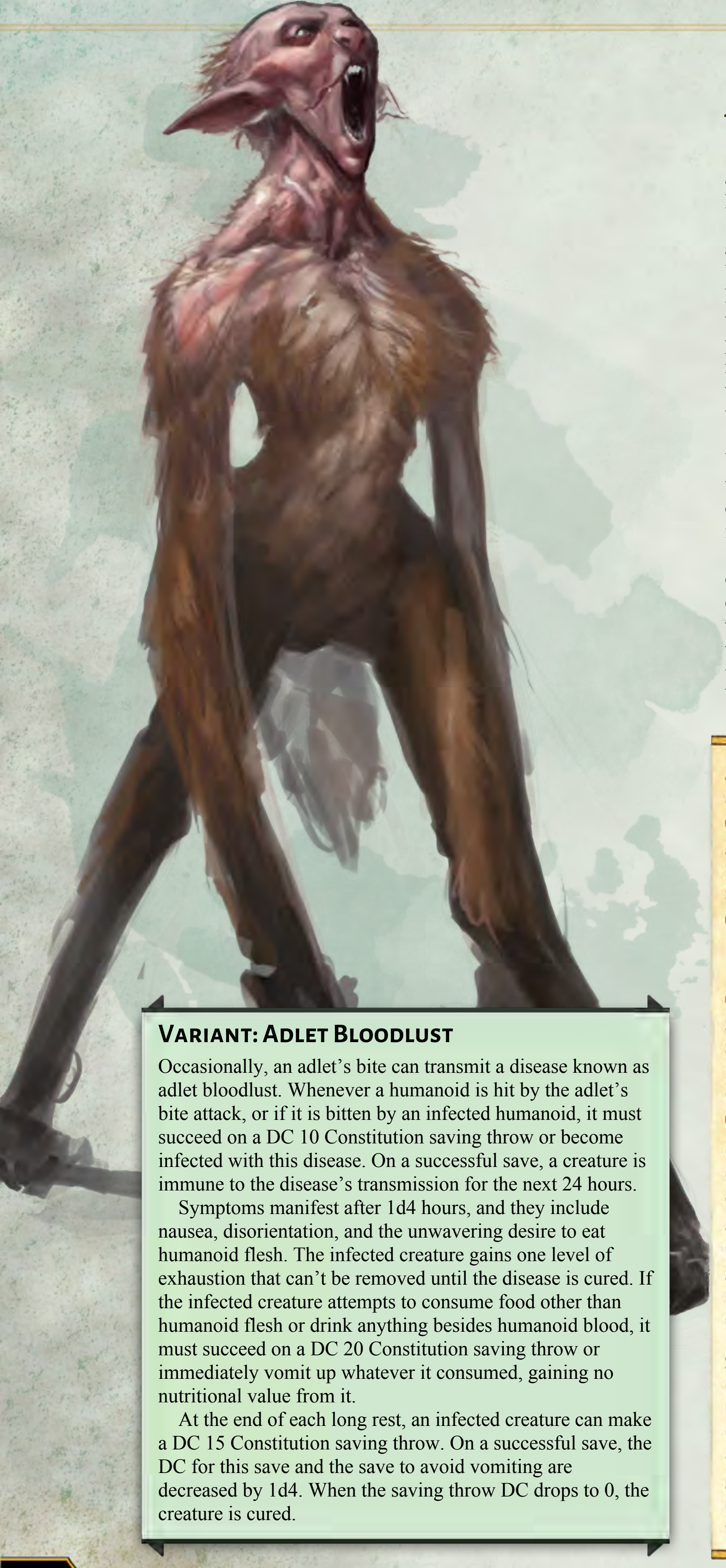
Innate Spellcasting. The aboleth's innate spellcasting ability is Charisma (spell save DC 16). The aboleth can innately cast the following spells, requiring no material components.

At will: *silent image*
1/day each: *phantasmal force, hypnotic pattern, major image*

Aboleth sovereigns instead gain this innate spellcasting:

Innate Spellcasting. The aboleth sovereign's innate spellcasting ability is Charisma (spell save DC 19). The aboleth can innately cast the following spells, requiring no material components.

At will: *major image*
3/day each: *phantasmal force, hypnotic pattern*
1/day each: *telekinesis, programmed illusion*



Adlet

Savage creatures with a misshapen but humanoid upper body and a shaggy, dog-like lower body, adlets are reviled by other humanoids for their uncivilized, murderous nature.

Legend tells of adlets being the perverse offspring of human and beast, taller and stronger than either of their parents. Whatever their origin may be, adlets are known to other humanoids as simple, uncivilized creatures, constantly roaming the snowy wilderness they call home in search of food. Adlets prefer the taste of humanoids, but they also hunt other beasts if necessary, and even resort to cannibalism in particularly harsh winters. They hunt in disorganized packs, ambushing whatever unfortunate soul they come across and then eating them alive.

Bloodlust. Some adlets carry a disease called adlet bloodlust. While the disease isn't harmful to the adlet, it can be easily transferred to a bitten humanoid. Once infected, the diseased creature begins to thirst for humanoid blood and hunger for the flesh of its kin.

While the disease can be easily cured by a *lesser restoration* or simply time in bed, if left untreated it can easily devastate a community. The infected may attempt to eat other humanoids they find, either killing them or spreading the disease farther. If they stay inside, a diseased creature may die of thirst due to vomiting up any liquid they consume that isn't humanoid blood.

Adlet

Medium humanoid (adlet), chaotic evil

Armor Class 12
Hit Points 26 (4d8 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	6 (-2)	10 (+0)	7 (-2)

Skills Athletics +4, Perception +2, Stealth +5
Senses darkvision 60 ft., passive Perception 12
Languages Adlet
Challenge 1/2 (100 XP)

Grappler. If the adlet has advantage on a melee weapon attack, it can choose to make that attack without advantage. If it does so and still hits its target, the target is grappled (escape DC 12).

Keen Smell. The adlet has advantage on Wisdom (Perception) checks that rely on smell.

Pack Tactics. The adlet has advantage on an attack roll against a creature if at least one of the adlet's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) slashing damage. If the target is grappled by the adlet or one of the adlet's allies, the adlet can make a bite attack against it as a bonus action.

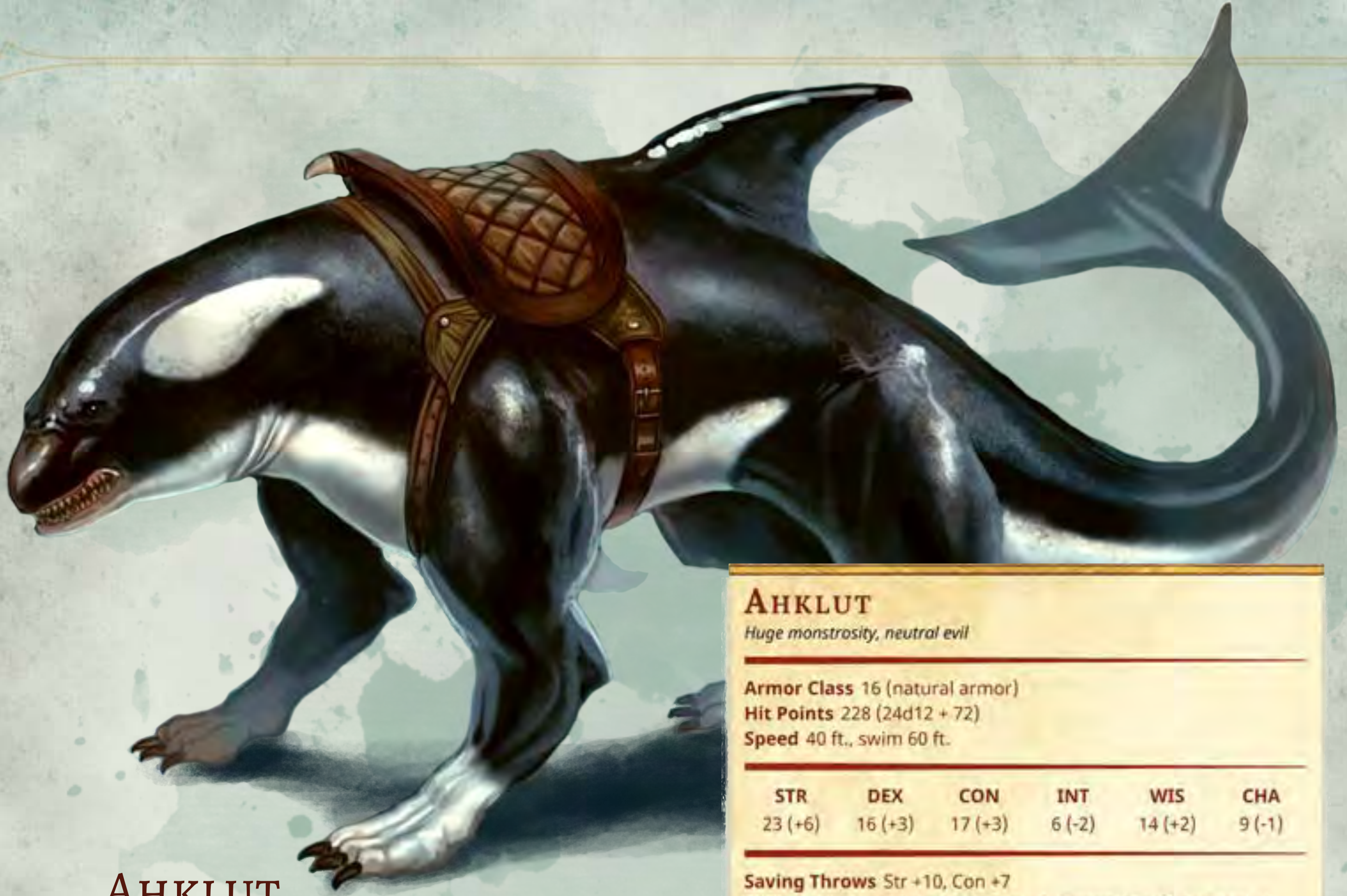
Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) piercing damage and the adlet regains hit points equal to the damage dealt.

Variant: Adlet Bloodlust

Occasionally, an adlet's bite can transmit a disease known as adlet bloodlust. Whenever a humanoid is hit by the adlet's bite attack, or if it is bitten by an infected humanoid, it must succeed on a DC 10 Constitution saving throw or become infected with this disease. On a successful save, a creature is immune to the disease's transmission for the next 24 hours.

Symptoms manifest after 1d4 hours, and they include nausea, disorientation, and the unwavering desire to eat humanoid flesh. The infected creature gains one level of exhaustion that can't be removed until the disease is cured. If the infected creature attempts to consume food other than humanoid flesh or drink anything besides humanoid blood, it must succeed on a DC 20 Constitution saving throw or immediately vomit up whatever it consumed, gaining no nutritional value from it.

At the end of each long rest, an infected creature can make a DC 15 Constitution saving throw. On a successful save, the DC for this save and the save to avoid vomiting are decreased by 1d4. When the saving throw DC drops to 0, the creature is cured.



AHKLUT

The ahklut is a massive, shapeshifting predator that scours the coldest oceans of the world, seeking prey to sate its hunger. These creatures spend most of their time in the form of a orca, where their only distinctive quality is their increased muscle mass and swiftness. Their more recognizable form, and the form that most civilized creatures encounter, is their hybrid form. Like a cross between a dire wolf and an orca, an ahklut's true form is extraordinarily strong and swift, and can easily chase down and kill even the most formidable land creatures.

Ambush Predator. An ahklut prefers to hunt land creatures, rather than marine ones. When it gets hungry, it stalks the coastal waters and rivers of its territory, searching for animals that have come to drink. Once it finds a creature, it leaps out of the water and takes them by surprise. Its primary weapons are its powerful bite and deadly claws, but against weaker creatures it will often throw its prey into the water and drown it.

Sea Titans. The small tribes that dot the arctic areas of the world often begin to think of an ahklut as an almost divine entity. Their enormous size and fierce nature make them seem like angry spirits, sent down from a cruel god as punishment. While these views are unfounded, they are popular among the more remote tribes of the world.

In some cases, humanoids attempt to tame these great beasts. A particularly large goliath, made confident from their successes, might attempt to force an ahklut into submission, taking it as their mount. While stories like that have occasionally ended in success, in the vast majority of cases an ahklut can overpower and kill even an entire village of mighty warriors. But in the rare cases that they are tamed, ahkluts make some of the most fearsome mounts imaginable. Strong, swift, and capable of traveling on both land and sea, these creatures are almost unmatched in their strength and versatility.

AHKLUT

Huge monstrosity, neutral evil

Armor Class 16 (natural armor)
Hit Points 228 (24d12 + 72)
Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	17 (+3)	6 (-2)	14 (+2)	9 (-1)

Saving Throws Str +10, Con +7
Skills Athletics +10, Intimidation +3, Perception +6, Survival +6
Senses blindsight 120 ft. passive Perception 12
Languages —
Challenge 12 (8400 XP)

Shapechanger. The ahklut can use its action to polymorph into a form that resembles a Large wolf (speed 50 ft.), a Huge orca (speed 0 ft., swim 90 feet), or its true form, which is a Huge wolf-orca hybrid. Its statistics, other than its size and speed, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack. The ahklut makes two attacks with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 24 (4d8+6) piercing damage and the ahklut can use its throw action against that creature as a bonus action.

Claws (Wolf Or Hybrid Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+6) slashing damage.

Throw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 9 (1d6+6) bludgeoning damage and the target is thrown up to 10 feet in a direction of the ahklut's choice

LEGENDARY ACTIONS

The ahklut can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The ahklut regains spent legendary actions at the start of its turn.

Detect. The ahklut makes a Wisdom (Perception) check.
Throw. The ahklut makes a throw attack.
Trample (Costs 2 Actions). The ahklut moves up to its speed in a straight line. Every creature it encounters along the way must succeed on a DC 18 Strength saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone

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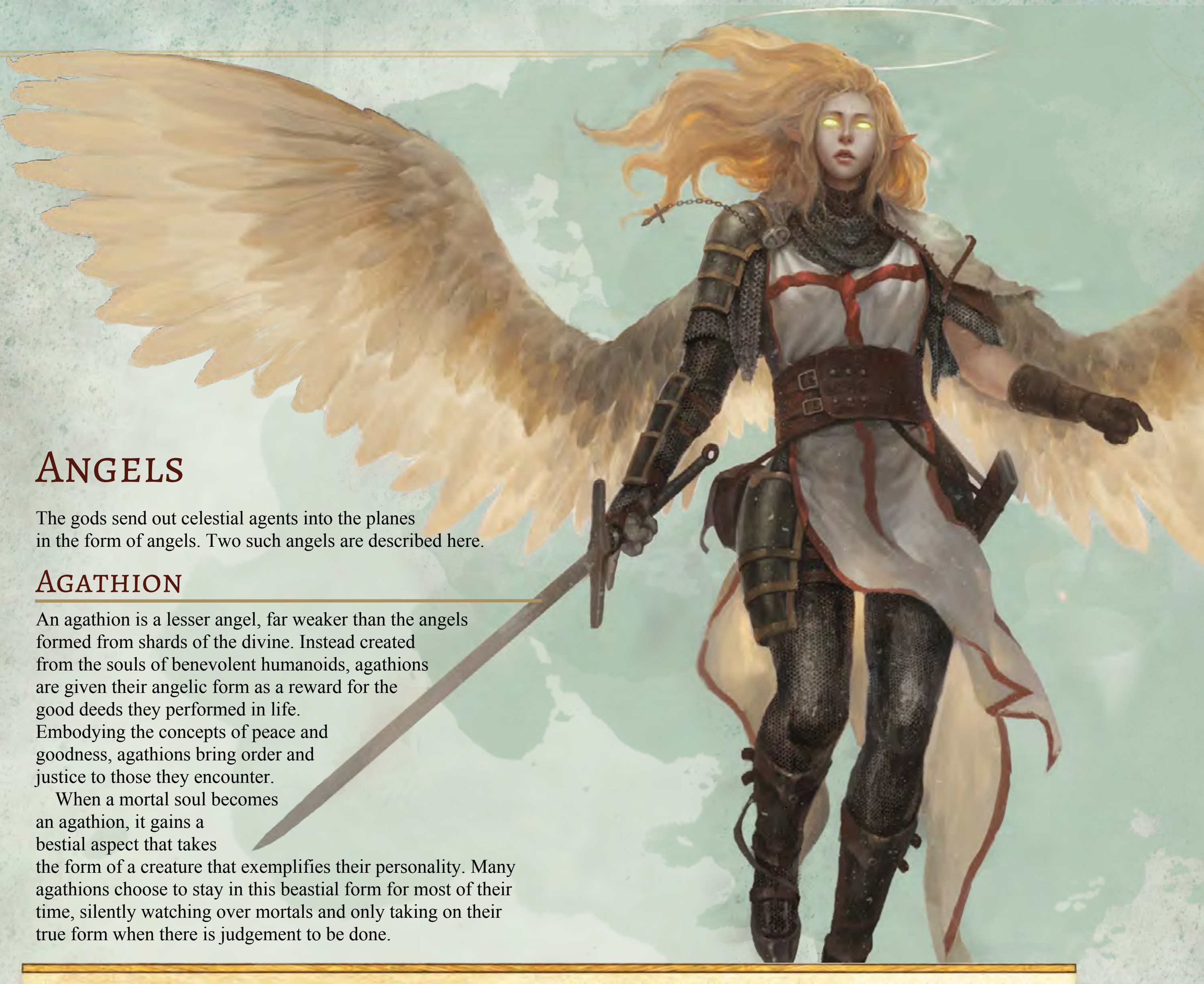


Angels

The gods send out celestial agents into the planes in the form of angels. Two such angels are described here.

Agathion

An agathion is a lesser angel, far weaker than the angels formed from shards of the divine. Instead created from the souls of benevolent humanoids, agathions are given their angelic form as a reward for the good deeds they performed in life. Embodying the concepts of peace and goodness, agathions bring order and justice to those they encounter.

When a mortal soul becomes an agathion, it gains a bestial aspect that takes the form of a creature that exemplifies their personality. Many agathions choose to stay in this beastial form for most of their time, silently watching over mortals and only taking on their true form when there is judgement to be done.

Agathion

Medium celestial, lawful good

Armor Class 17 (half-plate)
Hit Points 42 (5d8 + 20)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	18 (+4)	16 (+3)	17 (+3)	18 (+4)

Saving Throws Wis +5, Cha +5
Skills Insight +5, Perception +7
Damage Resistances radiant, bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 60 ft., passive Perception 17
Languages all, telepathy 60 ft.
Challenge 4 (1,100 XP)

Angelic Weapons. The agathion's weapon attacks are magical. When the agathion hits with any weapon, the weapon deals an extra 2d8 radiant damage (included in the attack).

Magic Resistance. The agathion has advantage on saving throws against spells and other magical effects.

Shapechanger. The agathion can use its action to polymorph into its beast form, or back into its true form. An agathion has one beast form, which can resemble a black bear/panther (speed 40 ft., climb 40 ft.), an eagle (10 ft., fly 90 ft.), a giant frog (40 ft., swim 40 ft.), or a wolf (50 ft.). Its statistics are the same in each form, except it has an AC of 13 and the speed changes noted. Any equipment it is wearing or carrying is transformed with it. It reverts back to its true form if it dies.

Innate Spellcasting. The agathion's spellcasting ability is Charisma (spell save DC 14). The agathion can innately cast the following spells, requiring no material components:
At will: *detect good and evil*
1/day each: *commune, revivify*

Actions

Multiattack. The agathion makes two melee attacks.

Longsword (Bite In Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) slashing damage plus 9 (2d8) radiant damage.

Healing Touch (3/Day). The agathion touches another creature. The target magically regains 10 (2d8+1) hit points and is freed from any curse, disease, poison, blindness, or deafness.

VALKYRIE

Medium celestial, lawful good

Armor Class 19 (chain shirt)
Hit Points 76 (9d8 + 36)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	17 (+3)	18 (+4)	19 (+4)

Saving Throws Wis +7, Cha +8
Skills Insight +7, Perception +10
Damage Resistances radiant, bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened
Senses darkvision 120 ft. passive Perception 14
Languages all, telepathy 120 ft.
Challenge 8 (3,900 XP)

Angelic Avenger. Whenever a friendly creature is reduced to 0 hit points while within 30 feet of the valkyrie, the valkyrie can use its reaction to move up to its speed towards the creature that attacked them and make a melee weapon attack against that creature. On a hit, this attack deals an additional 4 (1d8) radiant damage to the target. If this attack reduces the creature to 0 hit points, the friendly creature is revived with 1 hit point.

Angelic Weapons. The valkyrie's weapon attacks are magical. When the valkyrie hits with any weapon, the weapon deals an extra 3d8 radiant damage (included in the attack).

Divine Blessing. The AC of the valkyrie includes its Charisma bonus.

Magic Resistance. The valkyrie has advantage on saving throws against spells and other magical effects.

Innate Spellcasting. The valkyrie's spellcasting ability is Charisma (spell save DC 15). The valkyrie can innately cast the following spells, requiring no material components:
At will: *compelled duel, detect evil and good, heroism*
1/day each: *commune, revivify*

ACTIONS

Multiattack. The valkyrie makes two melee attacks.

Battleaxe. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) slashing damage plus 13 (3d8) radiant damage, or 9 (1d10+4) slashing damage plus 13 (3d8) radiant damage if wielded with two hands.

Healing Touch (3/Day). The valkyrie touches another creature. The target magically regains 11 (2d8 + 2) hit points and is freed from any curse, disease, poison, blindness or deafness.

VALKYRIE

Valkyries are the divine agents of war gods and gods of victory and courage. Almost always female, a valkyrie appears as a strong and beautiful human or elf with long flowing hair and pure white wings.

Hosts of valkyries join battles at the command of their gods, where they shift the tides of war, inspiring heroism in their allies and enacting vengeance upon their foes.

VARIANT: DEVA VARIANTS

In addition to the base deva in the Monster Manual, there are three more specialized variants of the deva presented here.

An astral deva is an angel tasked with watching over the upper planes and the astral plane. It gains the following additions to its innate spellcasting feature:

At will: *sending*
3/day each: *plane shift*
1/day each: *astral projection*

A monadic deva is a watcher of the Ethereal Plane and the Elemental Planes. It gains the following ability:

Ethereal Sight. The deva can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

And the following action:

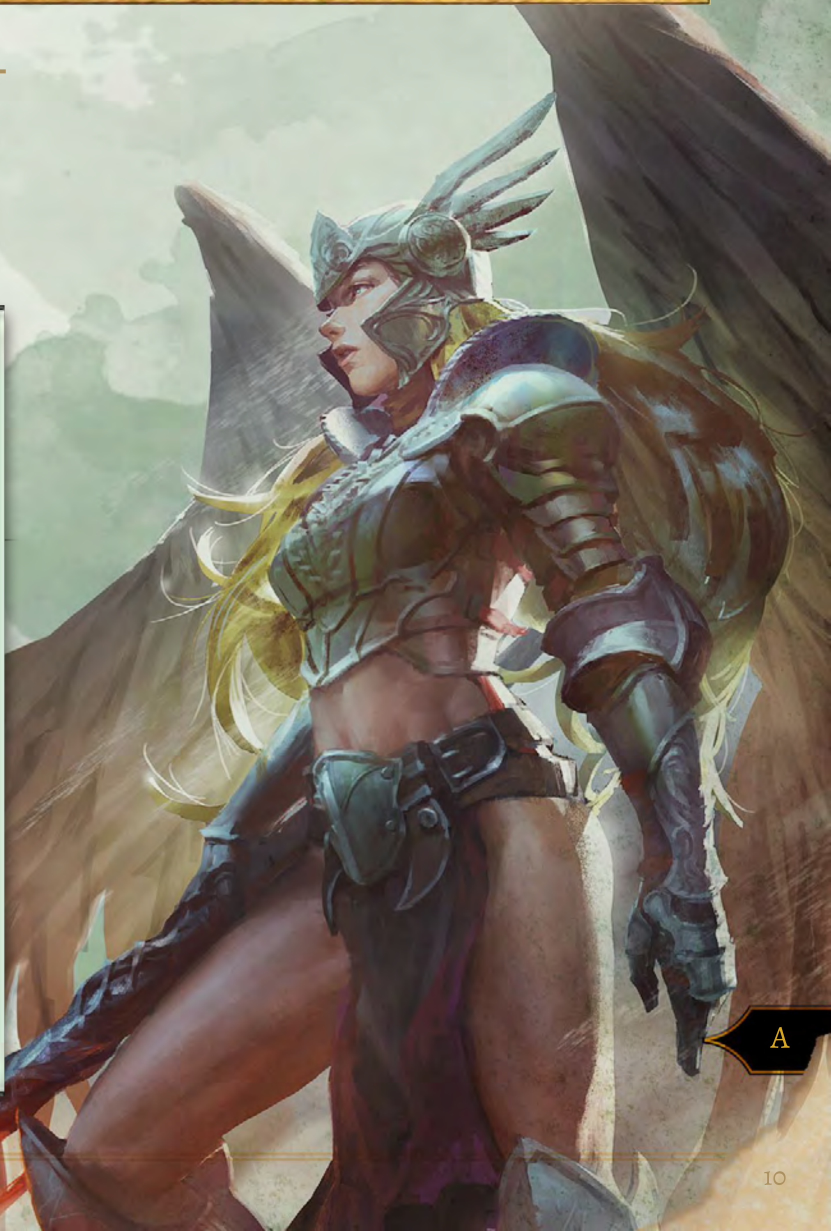
Etherealness. The deva magically enters the Ethereal Plane, or vice versa.

A movanic deva is a soldier angel tasked with fighting undead and fiends throughout the planes. It gains the following additions to its innate spellcasting feature:

At will: *protection from evil and good*
3/day each: *banishment*
1/day each: *dispel evil/good*

And the following ability:

Divine Enemy. When the deva hits a fiend or undead with any weapon, the weapon deals an extra 1d8 radiant damage



ANIMATED OBJECTS

Crafted with potent magic, animated objects are used in the service of powerful spellcasters as guards for their strongholds and towers. Such a place may contain one or more of the following animated objects.

ANIMATOR'S STAFF

This intricately crafted staff, adorned with a glowing orb filled with magical power, dances through the air casting powerful spells as a conduit of its creator's power.

Arcane Orb. Every animator's staff has an arcane orb, which stores its magical power. If destroyed, the staff drops to the ground and becomes inanimate. A new orb can then be crafted for the staff, allowing it to transfer to a new owner. Crafting an orb requires 1 week, costs 1000 gp in components, and requires the casting of any spells it will be imbued with.

ANIMATOR'S WAND

This small, wooden wand dances through the air, casting weak spells at its creator's command. Weak and not particularly hardy, an animator's wand most often serves as a distraction rather than an actual threat. Unlike the more powerful staves, a wand cannot regain spell slots through a long rest.

ANIMATOR'S STAFF

Small construct, unaligned

Armor Class 10 (13 with mage armor)
Hit Points 39 (6d6 + 18)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Con +5
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. passive Perception 7
Languages —
Challenge 3 (700 XP)

Antimagic Susceptibility. The staff is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the staff must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the staff remains motionless, it is indistinguishable from a normal staff.

Spellcasting. The animator's staff is a 5th-level spellcaster. Its spellcasting ability is Constitution (spell save DC 13, +5 to hit with spell attacks). The animator's staff has the following wizard spells prepared:

Cantrips (at will): *fire bolt, green-flame blade, mage hand, prestidigitation*
1st level (4 slots): *mage armor, magic missile, shield, thunderwave*
2nd level (3 slots): *mirror image, misty step, scorching ray*
3rd level (2 slots): *counterspell, stinking cloud*

ACTIONS

Staff. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

FLYING SHIELD

Rarely found alone, a flying shield rushes to the defense of its allies, where it begins to fight with them in perfect unison. While mainly used for the defense of other creatures and animated objects, a flying shield also bashes into its opponents with great strength.

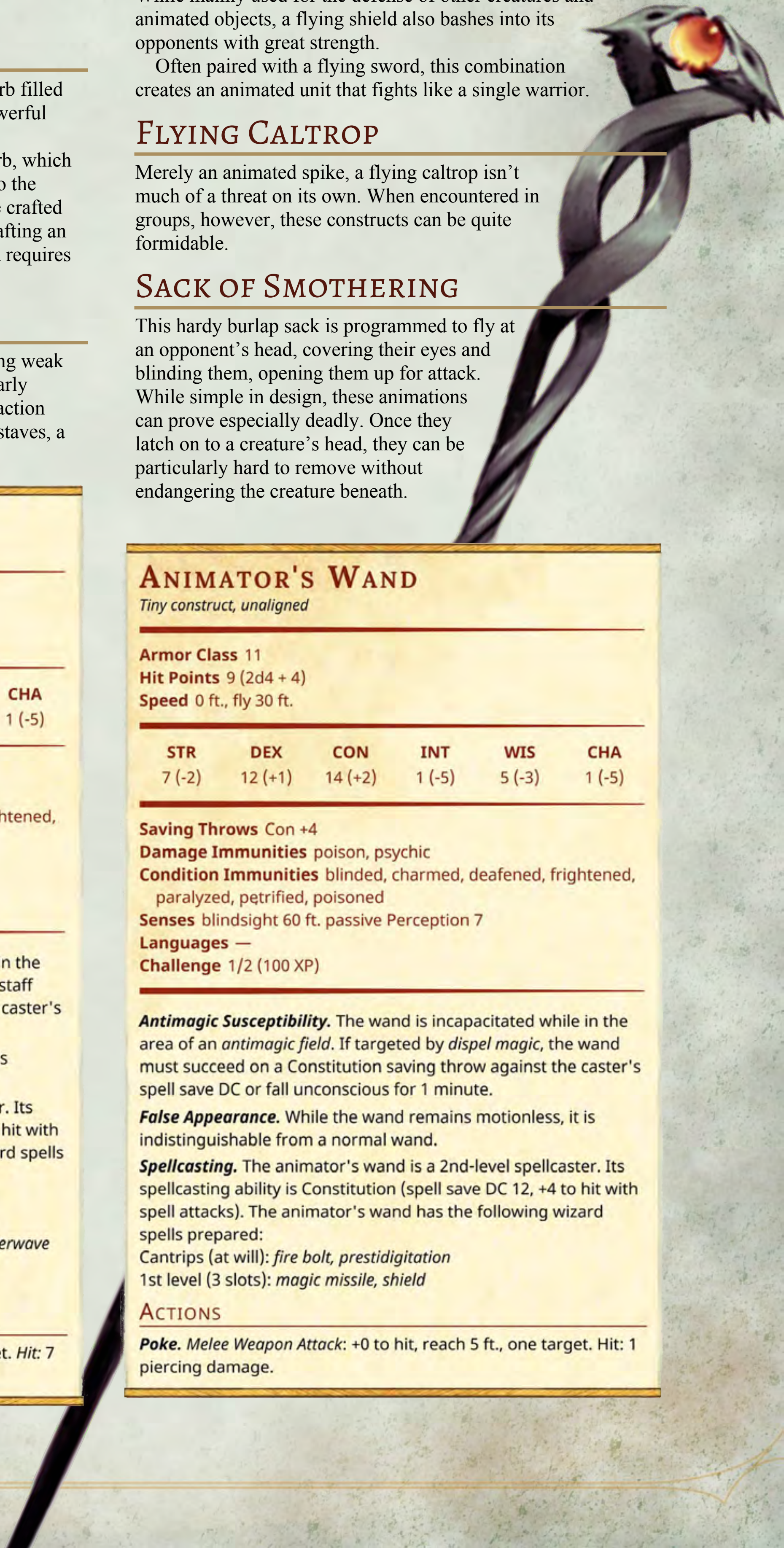
Often paired with a flying sword, this combination creates an animated unit that fights like a single warrior.

FLYING CALTROP

Merely an animated spike, a flying caltrop isn't much of a threat on its own. When encountered in groups, however, these constructs can be quite formidable.

SACK OF SMOTHERING

This hardy burlap sack is programmed to fly at an opponent's head, covering their eyes and blinding them, opening them up for attack. While simple in design, these animations can prove especially deadly. Once they latch on to a creature's head, they can be particularly hard to remove without endangering the creature beneath.



ANIMATOR'S WAND

Tiny construct, unaligned

Armor Class 11
Hit Points 9 (2d4 + 4)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	12 (+1)	14 (+2)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Con +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. passive Perception 7
Languages —
Challenge 1/2 (100 XP)

Antimagic Susceptibility. The wand is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the wand must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the wand remains motionless, it is indistinguishable from a normal wand.

Spellcasting. The animator's wand is a 2nd-level spellcaster. Its spellcasting ability is Constitution (spell save DC 12, +4 to hit with spell attacks). The animator's wand has the following wizard spells prepared:

Cantrips (at will): *fire bolt, prestidigitation*
1st level (3 slots): *magic missile, shield*

ACTIONS

Poke. *Melee Weapon Attack*: +0 to hit, reach 5 ft., one target. Hit: 1 piercing damage.

PLAYER OPTION: ANIMATE CONSTRUCT SPELL

In some campaigns this additional spell might be available, allowing players to create their own animated objects.

ANIMATE CONSTRUCT

3rd-level transmutation

Casting Time: 8 hours
Range: Self
Components: V, S, M (the inanimate form of the construct, which must be worth at least an amount of gold equal to 200 + 800 multiplied by the construct's challenge rating)
Duration: Instantaneous

After spending the casting time writing magical runes and symbols along the inanimate form of the construct, you create an animated construct with a challenge rating of 1 or less that cannot cast spells. This spell can target any non-animated object that can be animated, such as a weapon, armor, or the base of a homunculus (the DM has the creature's statistics). When you cast the spell, you give the construct a basic command that it follows for the duration of its existence, such as "guard this area" or "protect me."

If the construct is ever reduced to 0 hit points, you must spend half of its material cost to repair it. Otherwise, it can be repaired with *mending* over the duration of a long rest.

At Higher Levels. When you cast this spell using certain higher-level spell slots, you can animate an object with a higher challenge rating: 2 with a 5th-level slot, 3 with a 7th-level slot, and 4 with a 9th-level slot.

FLYING CALTROP

Tiny construct, unaligned

Armor Class 13 (natural armor)
Hit Points 2 (1d4)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

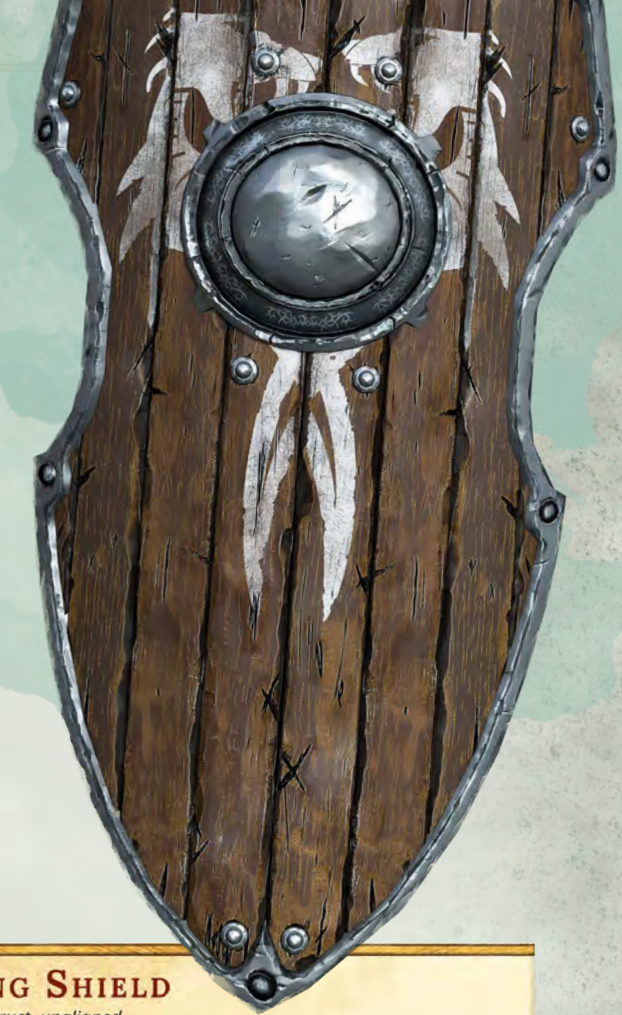
Saving Throws Dex +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. passive Perception 6
Languages -
Challenge 1/8 (25 XP)

Antimagic Susceptibility. The caltrop is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the caltrop must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the caltrop remains motionless, it is indistinguishable from a normal caltrop.

ACTIONS

Pierce. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) piercing damage.



FLYING SHIELD

Small construct, unaligned

Armor Class 17 (natural armor)
Hit Points 33 (6d6 + 12)
Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	1 (-5)	5 (-3)	1 (-5)

Saving Throws Dex +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. passive Perception 7
Languages -
Challenge 1/2 (100 XP)

Antimagic Susceptibility. The shield is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the shield must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the shield remains motionless, it is indistinguishable from a normal shield.

ACTIONS

Bash. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) bludgeoning damage.

REACTIONS

Protect. The shield imposes disadvantage on an attack roll that targets a target other than the shield that is within 5 feet of the shield.

SACK OF SMOTHERING

Small construct, unaligned

Armor Class 12
Hit Points 18 (4d6 + 4)
Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	12 (+1)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex +4
Damage Immunities poison, psychic
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned
Senses blindsight 60 ft. passive Perception 6
Languages -
Challenge 1/2 (100 XP)

Antimagic Susceptibility. The sack is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the sack must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Damage Transfer. While attached to a creature, the sack takes only half the damage dealt to it (rounded down), and that creature takes the other half.

False Appearance. While the sack remains motionless, it is indistinguishable from a normal sack.

ACTIONS

Smother. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage and if the target is Large or smaller, the sack attaches to the target's head, and the target is blinded and unable to breathe while the sack is attached. While attached, the sack can make this attack only against the target and has advantage on the attack roll. The sack can detach itself by spending 5 feet of its movement. A creature, including the target, can take its action to detach the sack by succeeding on a DC 12 Strength check.

SWARM OF FLYING CALTROPS

Medium swarm of Tiny constructs , unaligned

Armor Class 15 (natural armor)
Hit Points 22 (5d8)
Speed 5 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	10 (+0)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex +5
Damage Immunities psychic, poison
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft. passive Perception 6
Languages —
Challenge 1 (200 XP)

Antimagic Susceptibility. The caltrops are incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the caltrops must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the caltrops remain motionless, they are indistinguishable from normal caltrops.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny caltrop. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Pierces. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 14 (4d6) piercing damage or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer, and the target's walking speed is reduced by 10 feet until the end of their next turn.

SWARM OF BALL BEARINGS

Medium swarm of Tiny constructs , unaligned

Armor Class 14 (natural armor)
Hit Points 27 (6d8)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	11 (+0)	1 (-5)	3 (-4)	1 (-5)

Saving Throws Dex +4
Damage Immunities poison, psychic
Damage Resistances bludgeoning, piercing, slashing
Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned
Senses blindsight 60 ft. passive Perception 6
Languages —
Challenge 1 (200 XP)

Antimagic Susceptibility. The ball bearings are incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the ball bearings must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

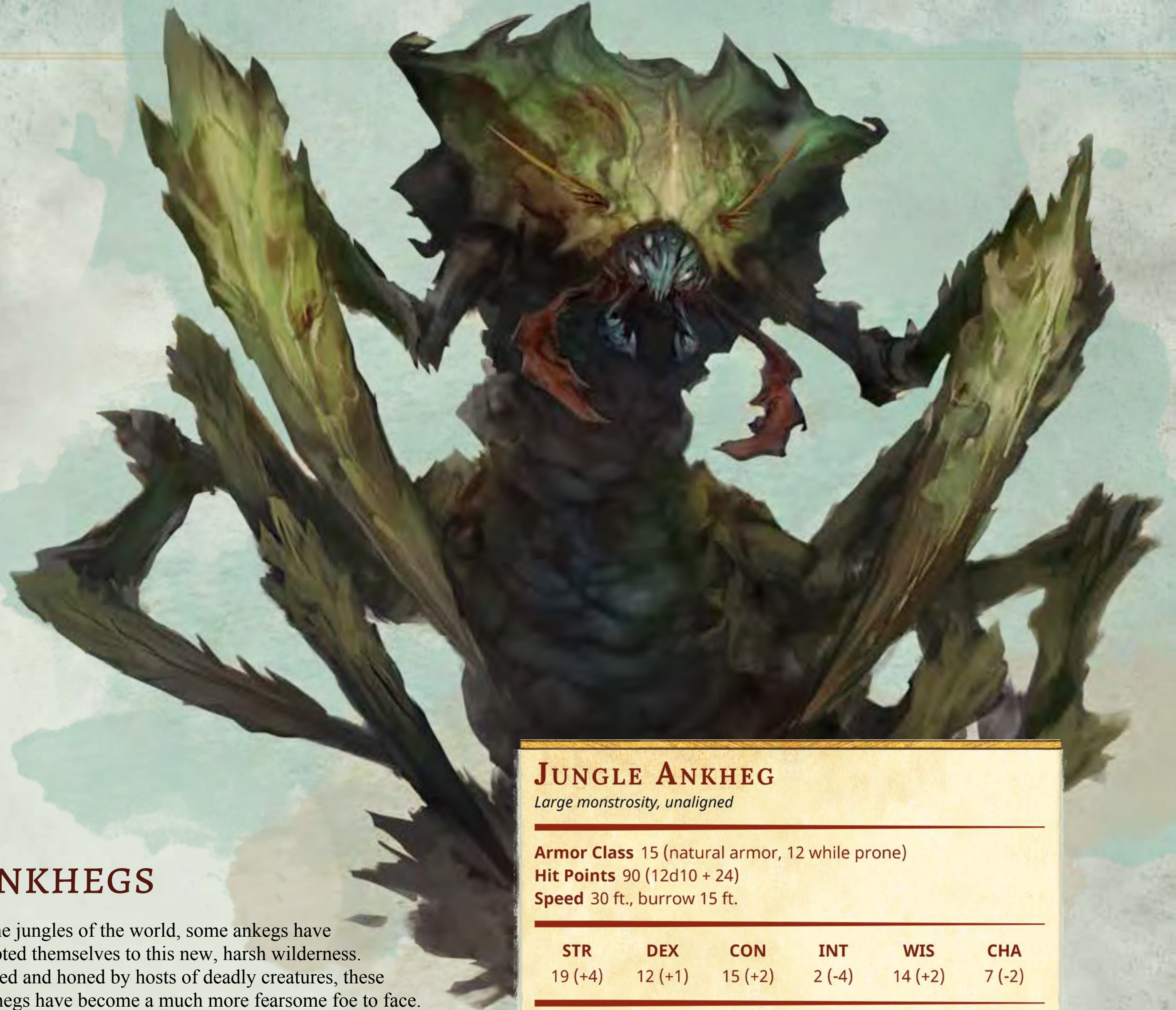
False Appearance. While the ball bearings remain motionless, they are indistinguishable from normal ball bearings.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny ball bearing. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bludgeon. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one target. *Hit:* 14 (4d6) bludgeoning damage or 7 (2d6) bludgeoning damage if the swarm has half its hit points or fewer.

Roll. The swarm of ball bearings moves up to its speed. While doing so, it can enter creature's spaces. Whenever the ball bearings enter a creature's space, the creature must make a DC 13 Dexterity saving throw. On a failed save, a creature takes 7 (2d6) bludgeoning damage, or 3 (1d6) bludgeoning damage if the swarm has half its hit points or fewer, and is knocked prone.



Ankhegs

In the jungles of the world, some ankegs have adapted themselves to this new, harsh wilderness. Tested and honed by hosts of deadly creatures, these ankhegs have become a much more fearsome foe to face. This new member of the ankheg family is presented here.

Jungle Ankheg

Found in remote jungles and ancient swamps, a jungle ankheg is a fearsome predator that burrows through the dark undergrowth and loose earth. Resembling a large, sickly green insect with long, sharp claws and deadly mandibles, this creature has adapted to its environment over many generations, While still quite similar to regular ankhegs, a jungle ankheg is slightly larger, its legs are longer and thinner, and it has a distinct green color.

Solitary Hunters. While regular ankhegs are often found in groups, jungle ankhegs are more solitary in nature, meeting up only about once every six months to mate. Even so, these creatures manage to create vast arrays of small earthen tunnels for themselves, allowing them to hunt their prey with ease while solidifying their hold on their territory.

When a jungle ankheg hunts, it utilizes a powerful acid to dissolve its prey before eating it. As the ankheg gets older, this acid even seeps into their bloodstream, making their wounds spray acid at attackers. A single jungle ankheg contains enough of this acidic compound to create around 30 vials of acid.

Hard Carapace. A jungle ankheg carapace is a sought after treasure. Hard yet light and flexible, this material can be utilized by talented armorsmiths to make a breastplate.

Jungle Ankheg

Large monstrosity, unaligned

Armor Class 15 (natural armor, 12 while prone)
Hit Points 90 (12d10 + 24)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	15 (+2)	2 (-4)	14 (+2)	7 (-2)

Damage Immunities acid
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages —
Challenge 5 (1,800 XP)

Acidic Blood. A creature that hits the ankheg with a melee attack while within 5 feet of it takes 2 (1d4) acid damage.

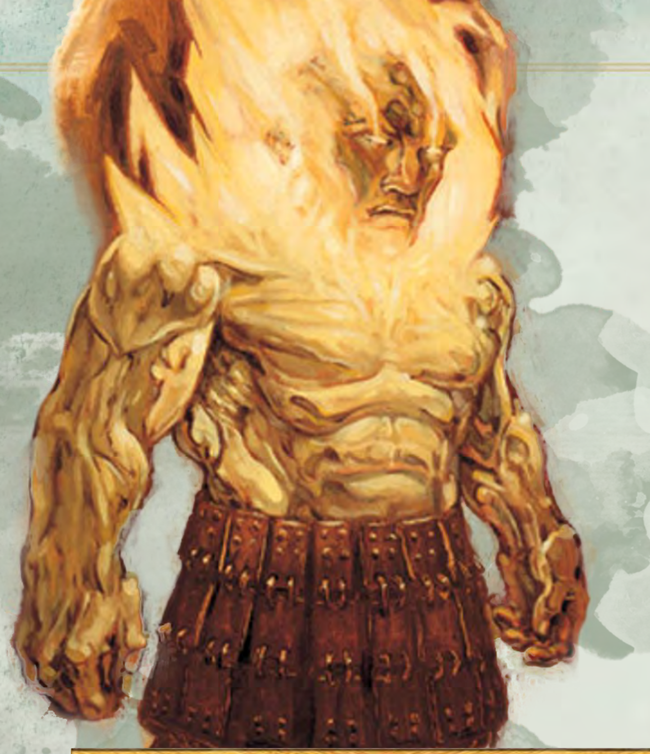
Actions

Multiattack. The ankheg can make three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 3 (1d6) acid damage. If the target is a Large or smaller creature, the ankheg can choose to grapple it (escape DC 15). Until this grapple ends, the ankheg can bite only the grappled creature and has advantage on attack rolls to do so.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The ankheg can have up to 2 creatures grappled in this way at once.

Acid Spray (Recharge 6). The ankheg spits acid in a line that is 30 feet long and 5 feet wide, provided that it has no creature grappled with its bite. Each creature in that line must make a DC 15 Dexterity saving throw, taking 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.



AZER

An azer city or establishment contains a great variety of people. Two such variants are presented here.

AZER ARTISAN

An azer artisan, renowned for their skill with the hammer, toils away at their work in hot, smoke-filled smithies. While they aren't trained warriors, their strong arms and masterfully crafted weapons make them hard opponents to face when a creature gets on their bad side.

Skills for Hire. If asked politely (with "politely" implying a large amount of money), an azer artisan might lend a buyer their skills. Capable of creating and enchanting weapons and armor, an azer artisan may be willing to create the item featured under "Master Crafted Weapons" in its statblock.

AZER LORD

Tough and charismatic, an azer lord is intimidating beyond their small stature. As the leader of a city or similar establishment, they need to be a strong face for their people.

Also accomplished warriors and war leaders, azer lords lead their armies into battle when necessary. On the battlefield they lead from the front, inspiriting their men and felling the enemy.

AZER LORD

Medium elemental, lawful neutral

Armor Class 17 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	15 (+2)	16 (+3)	17 (+3)

Saving Throws Con +6
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 13
Languages Ignan
Challenge 6 (2,300 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 7 (2d6) fire damage (included in the attack).

Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

ACTIONS

Multiattack. The azer makes two melee attacks.

Maul. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage plus 7 (2d6) fire damage.

Leadership (Recharges After A Short Or Long Rest). For 1 minute, the azer can utter a special command or warning whenever a non hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the azer. A creature can benefit from only one Leadership die at a time. This effect ends if the azer is incapacitated.

REACTIONS

Parry. The azer adds 3 to its AC against one melee attack that would hit it. To do so, the azer must see the attacker and be wielding a melee weapon.

AZER ARTISAN

Medium elemental, lawful neutral

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	14 (+2)	15 (+2)	10 (+0)

Saving Throws Con +4
Damage Immunities fire, poison
Condition Immunities poisoned
Senses passive Perception 12
Languages Ignan
Challenge 3 (700 XP)

Heated Body. A creature that touches the azer or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

Heated Weapons. When the azer hits with a metal melee weapon, it deals an extra 3 (1d6) fire damage (included in the attack).

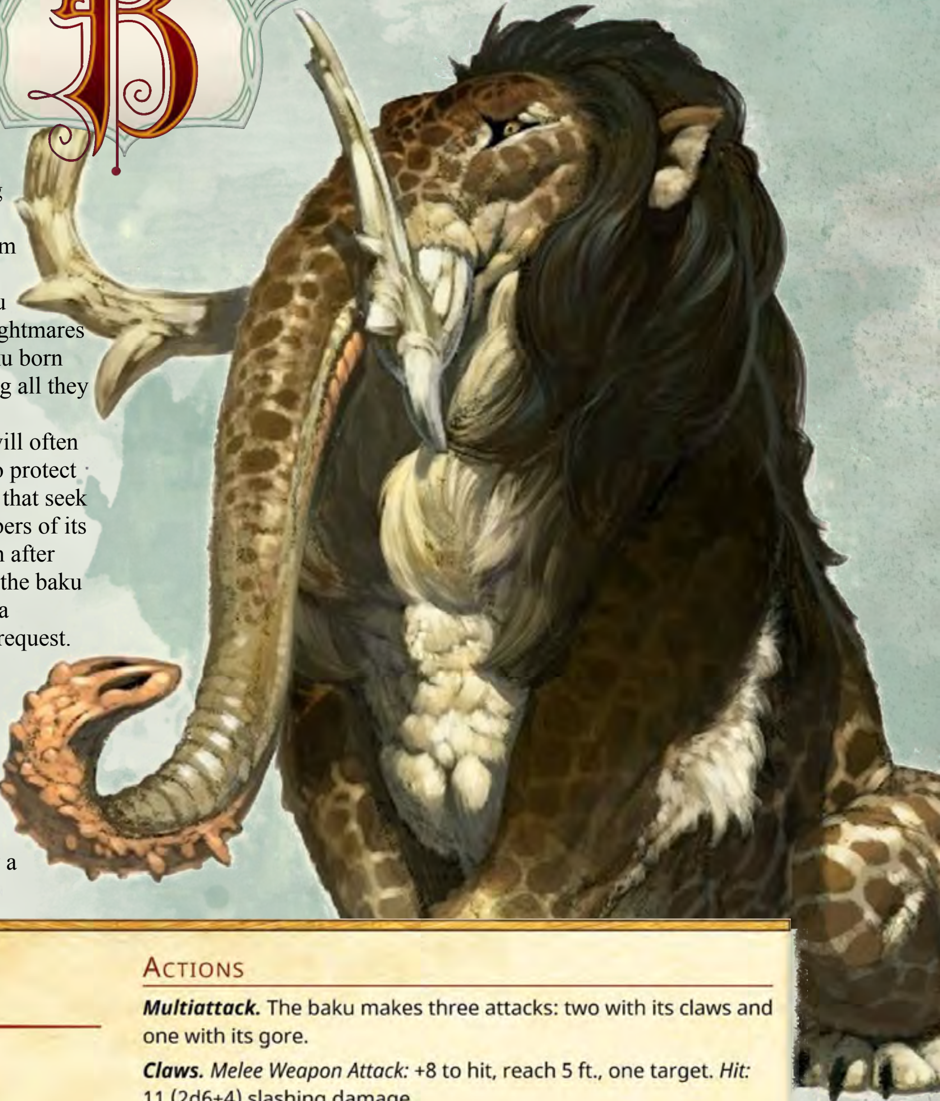
Illumination. The azer sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

Master Crafted Weapons. The azer's weapons are masterfully crafted. Their warhammer is a +1 weapon (included in the attack), and it has four charges, which are regained at dawn. The azer can expend one of the charges to cast one of the following spells as a 2nd level spell: *aganazzar's scorcher*, *flaming sphere*, *pyrotechnics*, or *scorching ray*. (spell save DC 13, +5 to hit with spell attacks)

ACTIONS

Warhammer. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) bludgeoning damage or 9 (1d10 + 4) bludgeoning damage if used with two hands to make a melee attack, plus 3 (1d6) fire damage.

Baku



The baku are powerful fey spirits, resembling a cross between an elephant, a lion, and other assorted beasts. Also called "dream eaters," these creatures lurk in the fringes of civilization, seeking out sleeping creatures to feed off of.

A baku is born from either a particularly good dream or an unusually bad nightmare, and its disposition in life is based on the circumstances of its creation. Baku that are born from good dreams seek to cleanse the nightmares and heal the minds of those they encounter, while baku born from nightmares seek to consume good dreams, killing all they encounter in the process.

Protectors and Destroyers. A good-natured baku will often become attached to a particular village, and attempt to protect its residents, eating their nightmares and killing those that seek to harm them. The baku may even talk with the members of its village, appearing in their dreams and reassuring them after nightmares. Members of a village may even summon the baku to stay with them if they think they are going to have a nightmare, and the baku is usually glad to grant their request. More often, however, they act as silent guardians, helping in discreet ways and disappearing into the night when their job is done.

Evil baku, on the other hand, do the exact opposite. When they encounter a village, they slowly kill off its residents one at a time. When none remain, they move on to the next village and continue the process, only stopping when they are defeated or scared off by a more powerful opponent.

Baku

Large fey, chaotic good (50%) or neutral evil (50%)

Armor Class 15 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	15 (+2)	16 (+3)	12 (+1)	19 (+4)	16 (+3)

Saving Throws Con +7, Int +5
Damage Immunities psychic
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons
Senses truesight 120 ft. passive Perception 14
Languages Common, Druidic, Elvish, Gnomish, Sylvan
Challenge 9 (5000 XP)

Dream Sense. The baku can magically sense the presence of sleeping creatures up to 1 mile away. The baku knows the general direction they're in but not their exact locations.

Unsleeping. The baku cannot be magically put to sleep.

Innate Spellcasting. The baku's spellcasting ability is Wisdom (spell save DC 16). The baku can innately cast the following spells, requiring no material components:
At will: *calm emotions*
3/day each: *catnap, phantasmal killer*
1/day each: *dream, modify memory*

Actions

Multiattack. The baku makes three attacks: two with its claws and one with its gore.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Gore. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (3d8+4) piercing damage.

Sleeping Mist (recharges After A Short Or Long Rest). The baku releases a white mist from its trunk, which then spreads over a 20-foot radius sphere centered on the baku. The sphere spreads around corners, and its area is lightly obscured. It lasts for one minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

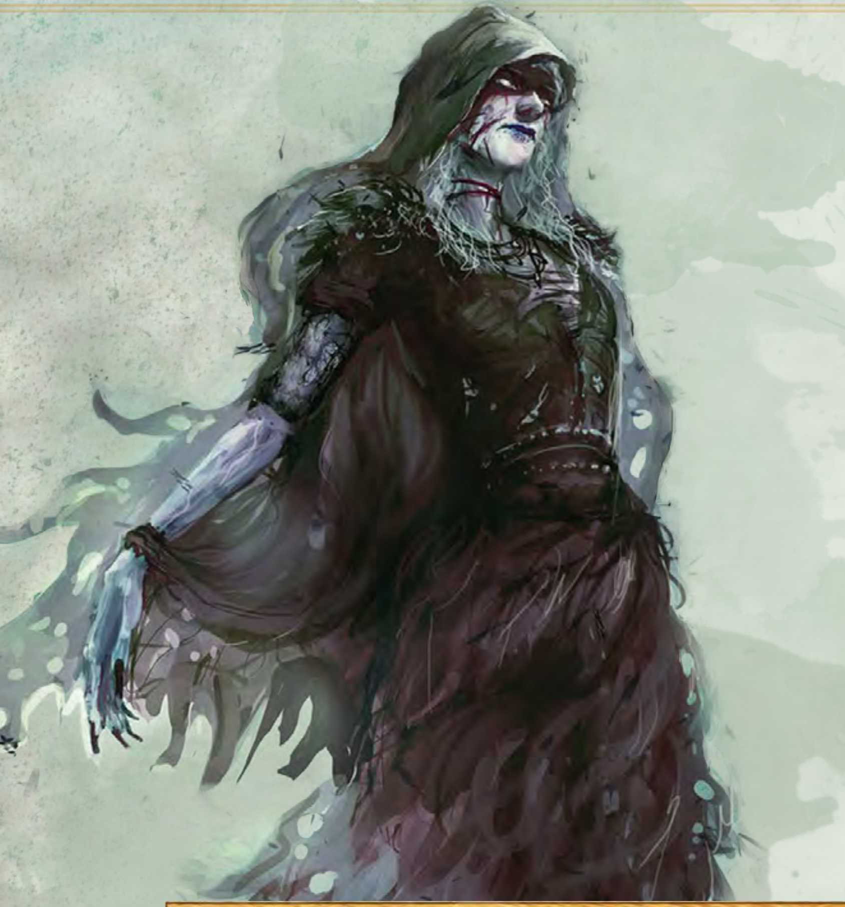
Each creature that is completely within the cloud at the start of its turn must succeed on a DC 16 Consitution saving throw or fall unconcious until they take damage or another creature uses an action to shake or slap them awake. Once they awake, they become immune to the magic of that particular mist.

Consume Dreams/Nightmares. The baku consumes the dreams or nightmares of one unconcious creature within 5 feet of it, sucking them up through its trunk.

If it chooses to consume a creature's dreams, the target must make a DC 16 Wisdom saving throw. It takes 55 (10d10) pyschic damage on a failed save, or half as much on a successful one. Either way, it gains a level of exhaustion.

If it chooses to consume a creature's nightmares, the target regains 35 (10d6) hit points, and loses a level of exhaustion.

Once the baku uses either of these actions on a creature, that creature cannot be targeted again until 24 hours have elapsed.



BANSHEES

Banshees are spiteful creatures formed from the spirits of female elves. Occasionally, one of these spirits is instead formed as a bewailer, a creature that exists in a state of constant agony and anguish.

BEWAILER

Like perfect clockwork, a bewailer's woeful cries can be heard at the same time each and every day, haunting an area with their presence. Not bound by the night like regular banshees, bewailers are sometimes called daywraiths. This name isn't perfectly accurate, however—a bewailer can potentially be present at any time of day, and the only thing that determines that time is their time of death. For example, a bewailer that died at 3 pm would be active from 2 pm to 4 pm, while one that died at 2 am would be active from 1 am to 3 am.

Divine Curse. A bewailer, like the banshee, was once a female elf that became afflicted with the banshee's curse. The only real difference that causes a creature inflicted with the curse to instead become a bewailer is their cause of death. A bewailer is formed when the cursed creature is driven to commit suicide, completing their transformation into an undead monster.

The bewailer appears as a white-skinned, frail spirit that closely resembles their mortal form. Their cause of death is often quite obvious, displayed by the marks along their neck.

BEWAILER

Medium undead, chaotic evil

Armor Class 13
Hit Points 78 (12d8 + 24)
Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	14 (+2)	13 (+1)	12 (+1)	19 (+4)

Saving Throws Wis +4, Cha +7
Damage Immunities cold, necrotic, poison
Damage Resistances acid, fire, lightning, thunder, bludgeoning, piercing and slashing damage from nonmagical weapons
Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 60 ft., passive Perception 11
Languages Common, Elvish
Challenge 7 (2,900 XP)

Detect Life. The bewailer can magically sense the presence of living creatures up to 5 miles away. She knows the general direction they're in but not their exact locations.

Ethereal Sight. The bewailer can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The bewailer can move through other creatures and objects as if they were difficult terrain. She takes 5 (1d10) force damage if she ends her turn inside an object.

Timed Etherealness. The bewailer is trapped in the ethereal plane during all times of day except the time period within 1 hour of her time of death. During this time, if the bewailer is on the Ethereal Plane at the start of her turn, she is immediatly transported to the Material Plane. At the end of this 2-hour period, she forcibly returns to the Ethereal Plane.

ACTIONS

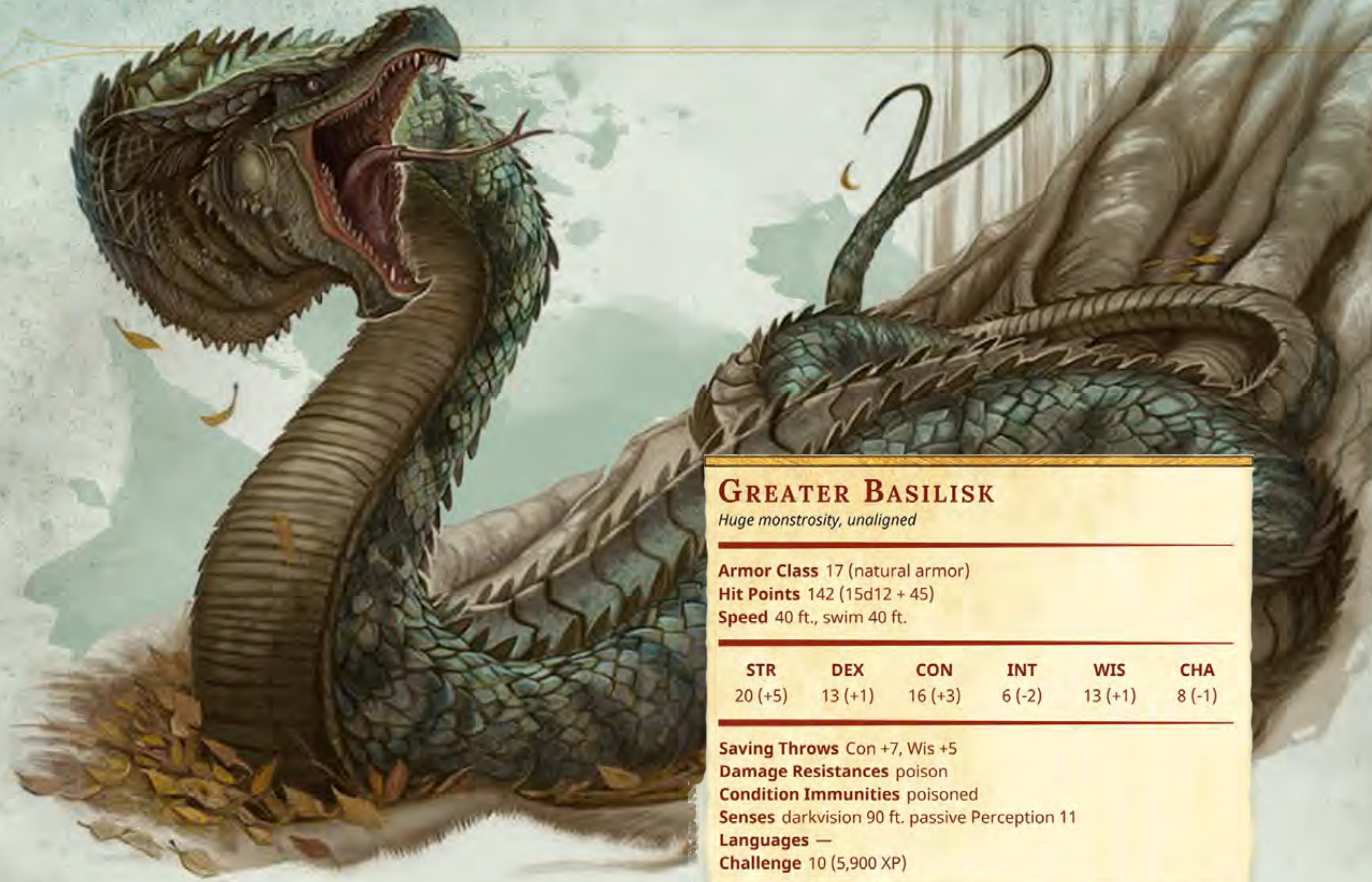
Corrupting Touch. *Melee Spell Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 31 (8d6+3) necrotic damage.

Ethereal Deception. The bewailer enters the Ethereal Plane from the Material Plane, and leaves behind an illusory double where she was on the Material Plane. If this double is within 5 feet of a creature when it appears, it feigns a corrupting touch attack against that creature. The attack always appears to miss.

The illusory double lasts until the start of the bewailer's next turn, or until it is destroyed, and the bewailer remains in the ethereal plane for as long as the double lasts. It has all the same statistics as the bewailer, except it has 1 hit point. If reduced to 0 hit points, the illusory duplicate explodes in a burst of necrotic energy. Each creature within 5 feet of it must succeed on a DC 15 Dexterity saving throw or take 21 (6d6) necrotic damage.

Horrifying Visage. Each non-undead creature within 60 feet of the bewailer that can see her must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if the bewailer is within line of sight, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the bewailer's Horrifying Visage for the next 24 hours.

Wail (Recharge 6). The bewailer releases a mournful wail. This wail has no effect on constructs and undead. All other creatures within 30 feet of her that can hear her must make a DC 14 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 10 (3d6) psychic damage. Creatures that have already made this save within the last 24 hours have advantage on the roll.



BASILISKS

Basilisks are adaptive and varied predators, and they come in many different forms, with some of those forms being much more powerful than regular basilisks. Two such forms are described here: the greater basilisk and the marine basilisk.

GREATER BASILISK

The serpentine greater basilisk is one of the most fearsome creatures a traveler might come across. Far larger and more dangerous than its closely-related cousin, a greater basilisk is feared not just for its petrifying gaze and terrifying size, but also for its potent venom.

The poison of a greater basilisk can be delivered through its bite, as well as through the two prongs at the end of its tail. It can also spit its poison a considerable distance, covering a creature and splashing the surrounding area. As deadly as these creatures are, this venom is often sought after by hunters and adventurers for its use in poisons and alchemical compounds.

Apex Predators. Greater basilisks usually make their lairs in coastal caves, from which they patrol the surrounding area for potential meals. Far more intelligent than its cousins, greater basilisks often "tame" lesser basilisks, using them as guards for their lairs in exchange for protection and food.

A greater basilisk born and raised in captivity can be domesticated and trained, but doing so is a far harder task than training a regular basilisk. However, a properly trained greater basilisk is one of the most effective guardians around, so their eggs go for exorbitant prices.

GREATER BASILISK

Huge monstrosity, unaligned

Armor Class 17 (natural armor)
Hit Points 142 (15d12 + 45)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	16 (+3)	6 (-2)	13 (+1)	8 (-1)

Saving Throws Con +7, Wis +5
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 90 ft. passive Perception 11
Languages —
Challenge 10 (5,900 XP)

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 15 Constitution saving throw if the basilisk isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

The basilisk does not target itself with its gaze.

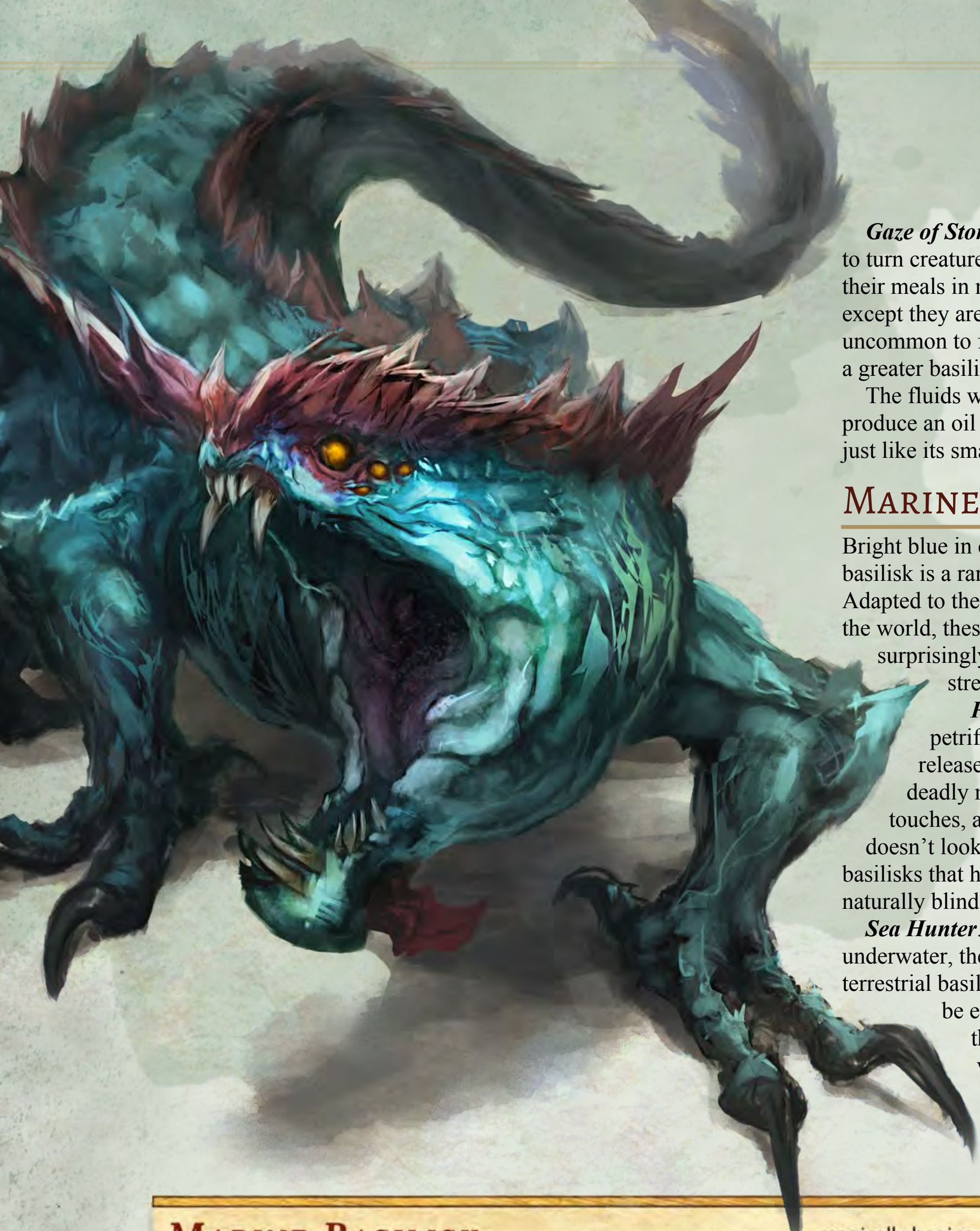
ACTIONS

Multiattack. The basilisk makes two melee attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 14 (4d6) poison damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage. If the target is a creature, it must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Spit Poison. *Ranged Weapon Attack:* +9 to hit, range 25/50 ft., one creature. *Hit:* 17 (5d6) poison damage. The target and each creature within 5 feet of it must make a DC 15 Constitution saving throw, taking 17 (5d6) poison damage on a failed save, or half as much damage on a successful one.



Gaze of Stone. A greater basilisk's supernatural gaze is able to turn creatures to stone instantaneously. Then they consume their meals in much the same way a regular basilisk does, except they are able to hunt much larger prey. It is not uncommon to find a stone statue of a huge beast near the lair of a greater basilisk.

The fluids within the greater basilisk's gullet are able to produce an oil capable of returning petrified creatures to life, just like its smaller cousins.

MARINE BASILISK

Bright blue in color and monstrous in its demeanor, a marine basilisk is a rare variation of the ground-dwelling basilisk. Adapted to the environment of the great oceans and lakes of the world, these creatures are skilled swimmers and are surprisingly quiet in the water. Their bodies are large and streamlined, like the body of a crocodile.

Petrifying Water. A marine basilisk has petrifying enzymes within its stomach that it can release after inhaling a large amount of water. This deadly mixture is able to petrify any creature that it touches, allowing a marine basilisk to hunt prey that doesn't look at it. This is especially useful for marine basilisks that hunt in the deep sea, as many creatures there are naturally blind.

Sea Hunter. As marine basilisks almost exclusively hunt underwater, they don't have the same warning signs that terrestrial basilisks have. Most of their prey is small enough to be eaten whole after the petrification process, and the creatures that aren't just sink to the bottom of whatever body of water the basilisk hunts in, making it hard to see the typical warning signs of a basilisk.

MARINE BASILISK

Large monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 85 (9d12 + 27)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	2 (-4)	10 (+0)	7 (-2)

Damage Resistances poison
Senses darkvision 60 ft., passive Perception 10
Languages —
Challenge 4 (1,100 XP)

Amphibious. The basilisk can breathe air and water.

Petrifying Gaze. If a creature starts its turn within 30 feet of the basilisk and the two of them can see each other, the basilisk can force the creature to make a DC 12 Constitution saving throw if the basilisk isn't incapacitated. On a failed save, the creature magically begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified until freed by the *greater restoration* spell or other magic.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the basilisk until the start of its next turn, when it can avert its eyes again. If it looks at the basilisk in the meantime, it must immediately make the save.

If the basilisk sees its reflection within 30 feet of it in bright light, it mistakes itself for a rival and targets itself with its gaze.

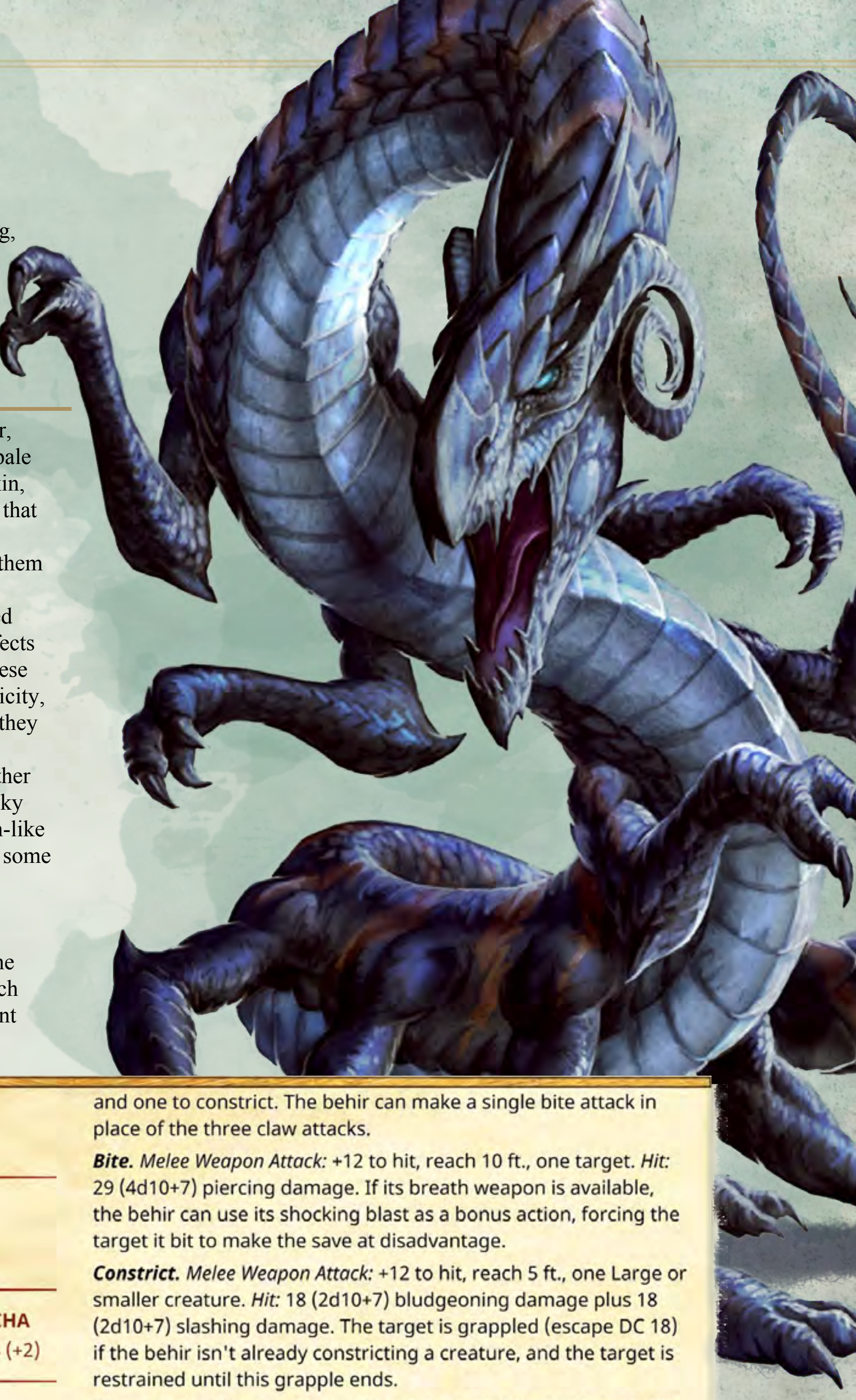
ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) piercing damage plus 10 (3d6) poison damage.

Petrifying Water (Recharge 5-6). The basilisk unleashes a torrent of water from its mouth that is 15 feet long and 5 feet wide. Each creature in that line must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) bludgeoning damage and suffer the same effect as if they had failed the save against the basilisk's petrifying gaze. If the creatures are underwater, they have disadvantage on the save.

BEHIRS

Behirs are powerful cavern predators, known for their long, snake-like bodies and their deadly lightning breath. Some behirs have gained certain mutations, making them stronger, or weaker, than their kin. One such variation is presented here: the plated behir.



PLATED BEHIR

A plated behir is a genetic mutation that is results in larger, thicker scales across its body, like a personalized coat of pale blue plating. These creatures are more slender than their kin, and their hard plating makes their gullet less flexible than that of a normal behir. These variations mean that they are incapable of safely swallowing large prey whole, forcing them to use other methods of taking down their foes.

Plated behirs are more proficient in their lightning-based abilities, which they can manipulate to create alternate effects to the basic lightning breath that behirs are known for. These creatures can also charge their metallic plating with electricity, making themselves momentarily stronger and faster after they attack with their lightning.

Solitary Hunters. Plated behirs are often shunned by other behir, and they often never find a mate unless they are lucky enough to come across another of their kind. Their dragon-like appearance makes other behir wary of their presence, and some may even go as far as hunting them down.

Valued Hides. The plates of a plated behir are a valued commodity, due their their applications in armor making. Adventurers that think they're powerful enough to take one down will often go to great lengths to secure its hide, which can be sold for high prices or forged into lightning-resistant plate armor.

PLATED BEHIR

Huge monstrosity, neutral evil

Armor Class 20 (natural armor)
Hit Points 209 (22d12 + 66)
Speed 60 ft., climb 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	17 (+3)	8 (-1)	15 (+2)	14 (+2)

Skills Perception +7, Stealth +9
Damage Immunities lightning
Senses darkvision 120 ft. passive Perception 17
Languages Common, Draconic
Challenge 15 (13,000 XP)

Charged. When the behir uses one of its breath weapons, its body becomes charged with lightning until the end of its next turn. For the duration, the behir can take the Dash action as a bonus action, its melee weapon attacks do 4 (1d8) additional lightning damage on a hit, and any creature that starts its turn grappled by the behir takes 9 (2d8) lightning damage.

ACTIONS

Multiattack. The behir makes four attacks: three with its claws and one to constrict. The behir can make a single bite attack in place of the three claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 29 (4d10+7) piercing damage. If its breath weapon is available, the behir can use its shocking blast as a bonus action, forcing the target it bit to make the save at disadvantage.

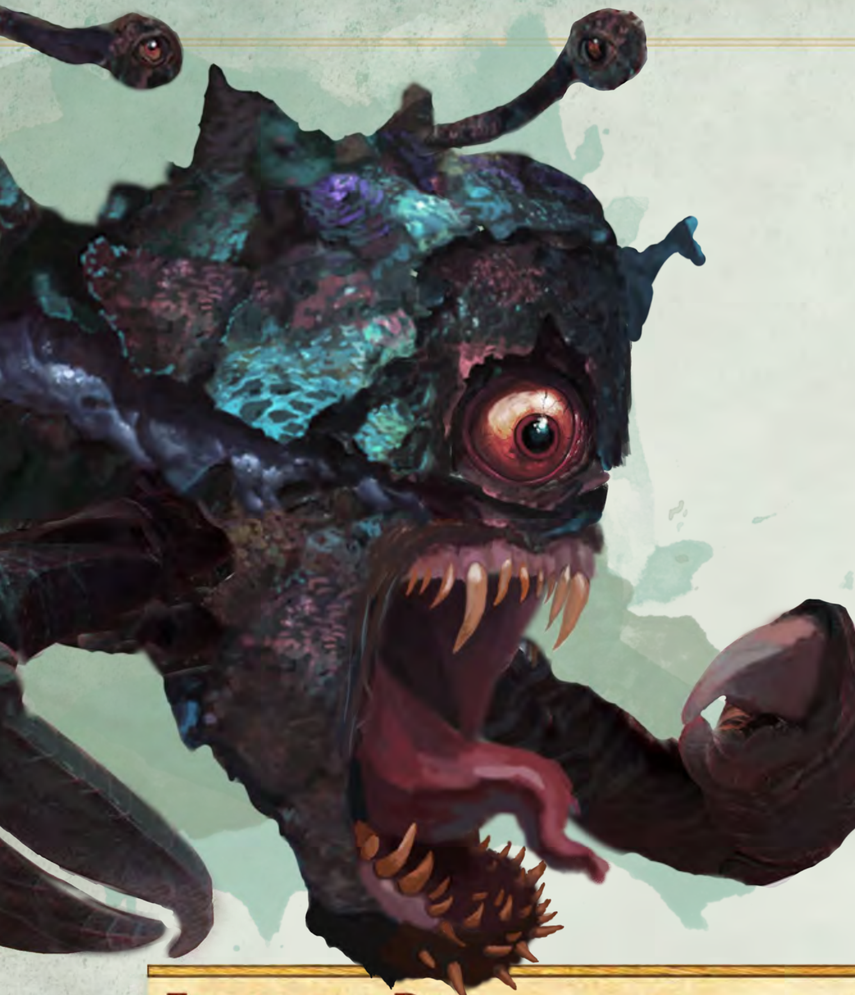
Constrict. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one Large or smaller creature. *Hit:* 18 (2d10+7) bludgeoning damage plus 18 (2d10+7) slashing damage. The target is grappled (escape DC 18) if the behir isn't already constricting a creature, and the target is restrained until this grapple ends.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d8+7) slashing damage.

Breath Weapons (Recharge 5-6). The behir uses one of the following breath weapons:

Lightning Breath. The behir exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Shocking Blast. The behir exhales a ball of concentrated lightning that travels along a line 5 feet wide and 30 feet long. The first creature on that line must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 33 (6d10) lightning damage and is stunned until the end of the behir's next turn. On a successful save, the creature takes half as much damage and suffers no secondary effect.



BEHOLDERS

Expanding on the beholder-like creatures described in Volo's Guide to Monsters, another dream-spawned beholder-kin is presented here.

EYE OF THE DEEP

An eye of the deep is a lesser beholder that might come into being when a beholder has a nightmare of drowning in the depths of the ocean. The creature has only two eye stalks, with its other two replaced by crab-like pincers. It slightly resembles the shape of the beholder that dreamed it into existence, but it is covered in a colorful chitin and has a mouth filled with rows of teeth.

Coastal Menace. An eye of the deep terrorizes whatever body of water it ends up in, destroying and consuming the natural wildlife and harassing any seaside settlements that are unfortunate enough to be near it. While it mostly remains underwater, terrorizing ships and other vessels, an eye of the deep often ventures onto the shore for short periods of time in order to find new victims.

A Light in the Depths. The central eye of the eye of the deep emits a glaringly bright magical light that can light up even magical darkness. This light can be used to attract the prey that instinctively swim towards it, to their own demise. A creature that comes too close to this light becomes temporarily blinded by its brightness. It is at this point that the eye of the deep attacks unleashing its claws and eye rays upon its unfortunate victim.

EYE OF THE DEEP

Medium aberration, neutral evil

Armor Class 15 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 0 ft., fly 20 ft. (hover), swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	12 (+1)	15 (+2)	10 (+0)

Saving Throws Int +4, Wis +5, Cha +3
Skills Perception +8
Condition Immunities prone
Senses darkvision 120 ft., passive Perception 18
Languages Deep Speech, Undercommon, telepathy 120 ft.
Challenge 5 (1,800 XP)

Amphibious. The beholder can breathe air and water.

Cone Of Light. The beholder's central eye emits a 20-foot cone of magical light. At the start of each of its turns, the beholder decides which way the cone faces and whether the cone is active. Any creature that starts its turn in the area that can see must succeed on a DC 14 Consitution saving throw or become blinded until the start of their next turn.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the beholder until the start of its next turn, when it can avert its eyes again. If it looks at the beholder in the meantime, it must immediately make the save.

ACTIONS

Multiattack. The beholder makes three attacks: one with its bite and two with its claws. It can use Eye Rays in place of its bite.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (2d6+1) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (2d4+1) piercing damage.

Eye Rays. The beholder shoots two of the following magical eye rays at random (reroll duplicates), choosing up to two targets it can see within 120 feet of it:

1. *Enervation Ray.* The targeted creature must make a DC 14 Constitution saving throw, taking 18 (4d8} necrotic damage on a failed save, or half as much damage on a successful one.
2. *Pushing Ray.* The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from the beholder and have its speed halved until the start of the beholder's next turn.
3. *Paralyzing Ray.* The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
4. *Sleep Ray.* The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.

Blights

A gulthias tree might have one or more of the following types of blight under its control.

Bramble Blight

Appearing as a mass of dead branches and thorny brambles, a bramble blight is a particularly potent version of the blight. Capable of speech, these blights act as warriors and pseudo-leaders to the other blights. Unlike others of their kind, a bramble blight creates weapons that it imbues with the deadly poison that courses throughout its body.

Branch Blight

Travelers who happen upon a branch blight rarely live to tell the tale. Large and malevolent, these creatures prowl blighted forests with a mindless appetite for violence. Other, smaller blights often flock to their side, using their immense strength as a means of protection.

Wood Blight

Tall and bipedal, a wood blight might be mistaken for a human traveler in the dim light. Upon closer inspection, their bark covered, wooden form becomes obvious. The creatures that get this close are soon met with the blind rage of the wood blight.

Bramble Blight

Medium plant, neutral evil

Armor Class 14 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	14 (+2)	5 (-3)	10 (+0)	3 (-4)

Skills Stealth +3
Damage Immunities poison
Condition Immunities blinded, deafened, poisoned
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages Common
Challenge 1 (200 XP)

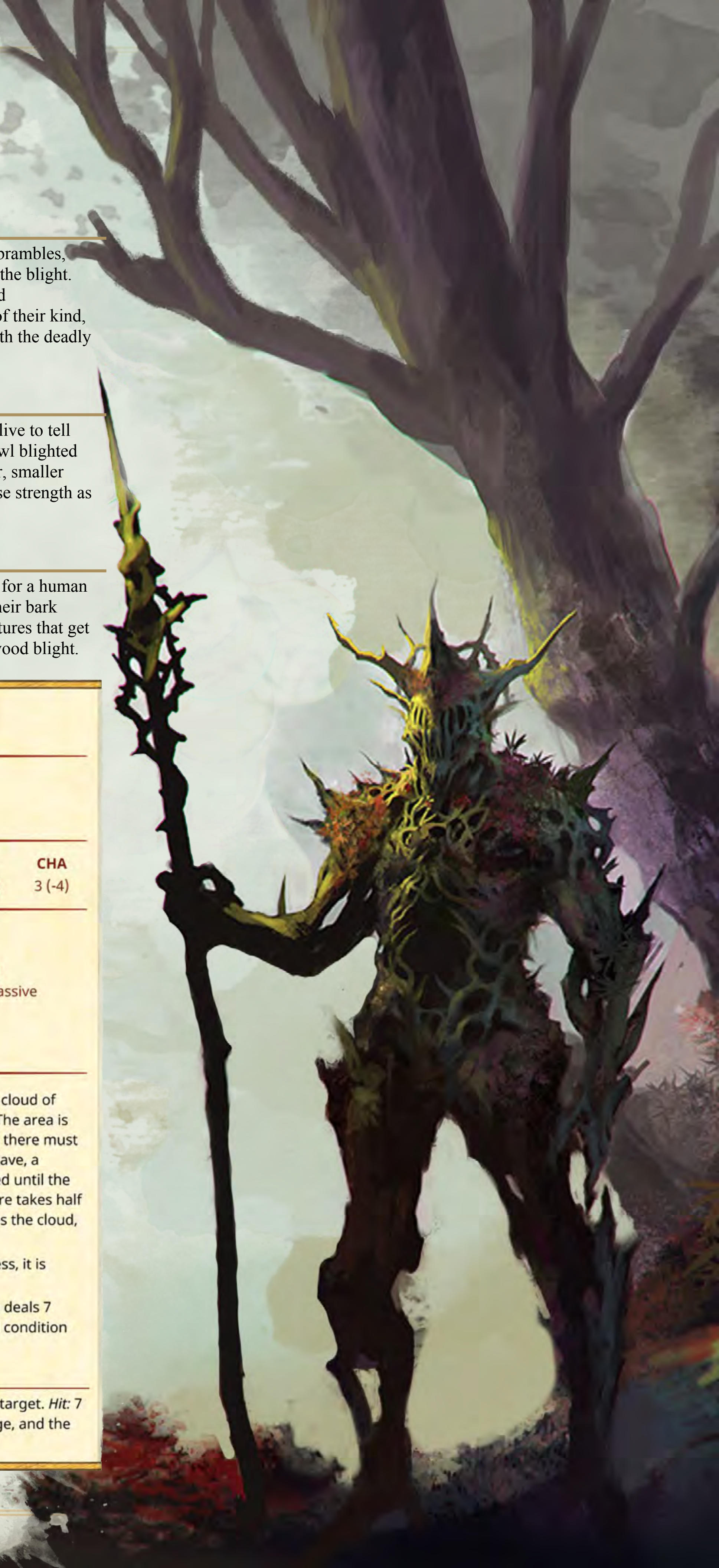
Death Burst. When the blight dies, it leaves behind a cloud of poison that fills a 5-foot cube centered on its space. The area is lightly obscured, and any creature that starts its turn there must make a DC 12 Consitution saving throw. On a failed save, a creature takes 7 (2d6) poison damage and is poisoned until the start of their next turn. On a successful one, a creature takes half as much damage and is not poisoned. Wind disperses the cloud, which otherwise lasts for 1 minute.

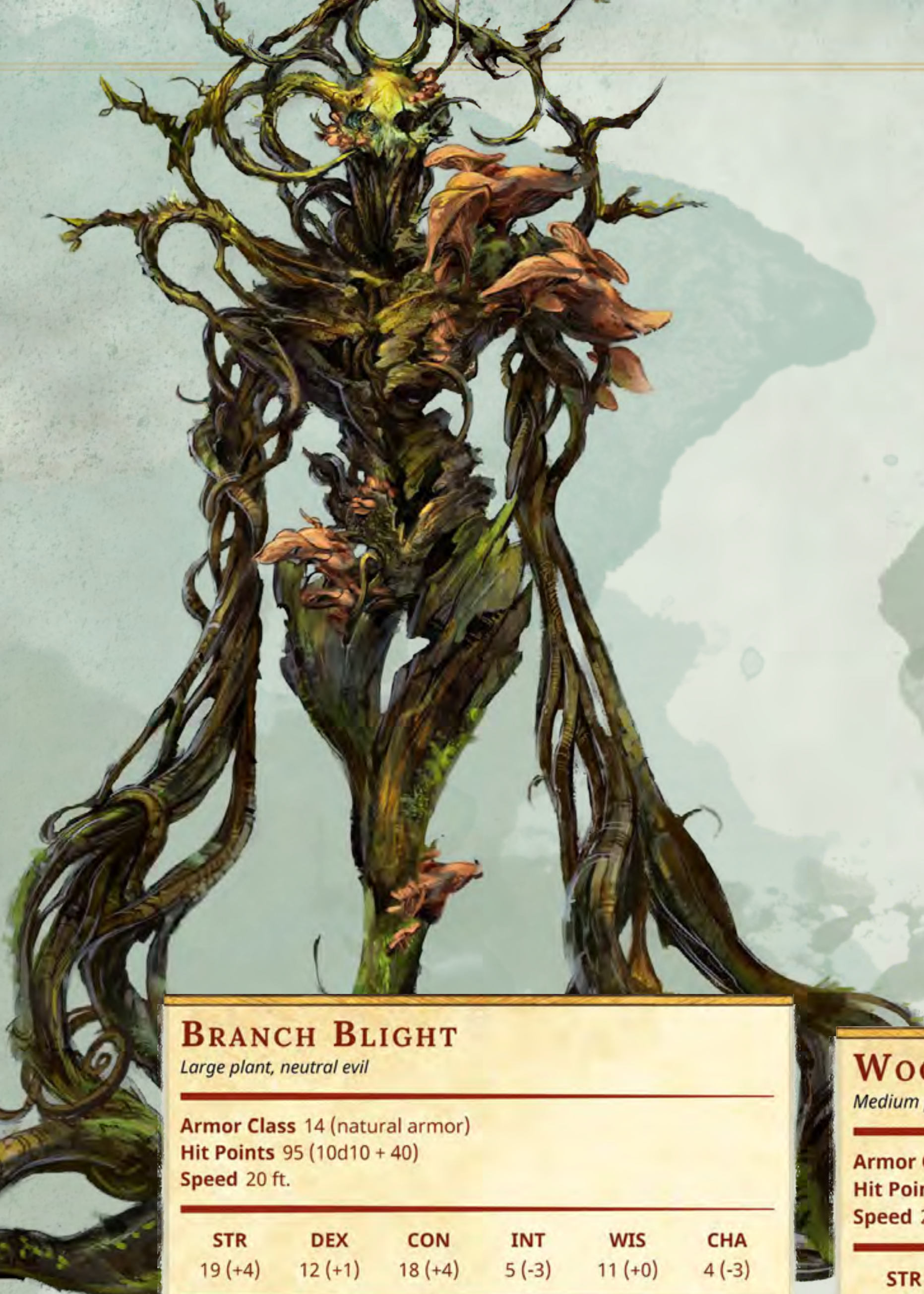
False Appearance. While the blight remains motionless, it is indistinguishable from a mass of dead branches.

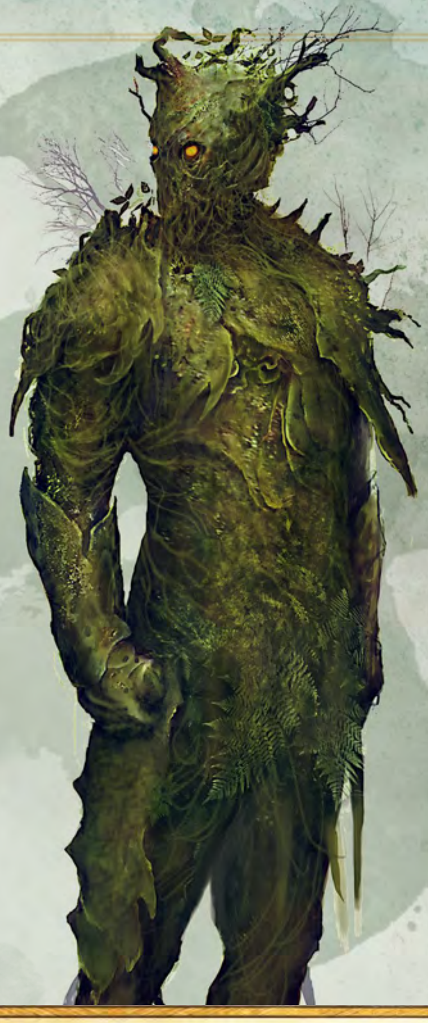
Poisonous Weapons. In the blight's hand, its weapon deals 7 (2d6) extra poison damage and applies the poisoned condition (included in the attack).

Actions

Pike. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10+2) piercing damage plus 7 (2d6) poison damage, and the target is poisoned until the end of their next turn.







Branch Blight

Large plant, neutral evil

Armor Class 14 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	5 (-3)	11 (+0)	4 (-3)

Damage Vulnerabilities fire
Condition Immunities blinded, deafened
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but can't speak
Challenge 3 (700 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a mass of branches.

Actions

Branch. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage and a Large or smaller creature is grappled (escape DC 14). Until this grapple ends, the target is restained, and the blight can't grapple another target.

Crush. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target grappled by the blight. *Hit:* 22 (4d8+4) bludgeoning damage.

Smash. The blight smashes down with a mass of branches that is 10 feet long and 5 feet wide. Each creature in that line must succeed on a DC 14 Dexterity saving throw or take 13 (3d8) bludgeoning damage and be knocked prone.

Wood Blight

Medium plant, neutral evil

Armor Class 14 (natural armor)
Hit Points 25 (3d8 + 12)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	18 (+4)	5 (-3)	10 (+0)	3 (-4)

Damage Vulnerabilities fire
Condition Immunities blinded
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10
Languages understands Common but can't speak
Challenge 1/2 (100 XP)

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage.

Reactions

Primal Rage (1/day). As a reaction to taking damage, the blight begins to fight with primal ferocity. For 1 minute, the blight has resistance to bludgeoning, piercing, and slashing damage, has a speed of 30 feet, and has advantage on Strength checks and Strength saving throws. At the end of each of the blight's turns, the rage ends if the blight hasn't attacked a hostile creature or taken damage since the end of its last turn.

BUGBEARS

Violent and destructive, bugbears are feared for their strength and ruthlessness. A band of bugbears often has many distinct members, two of which are described here.

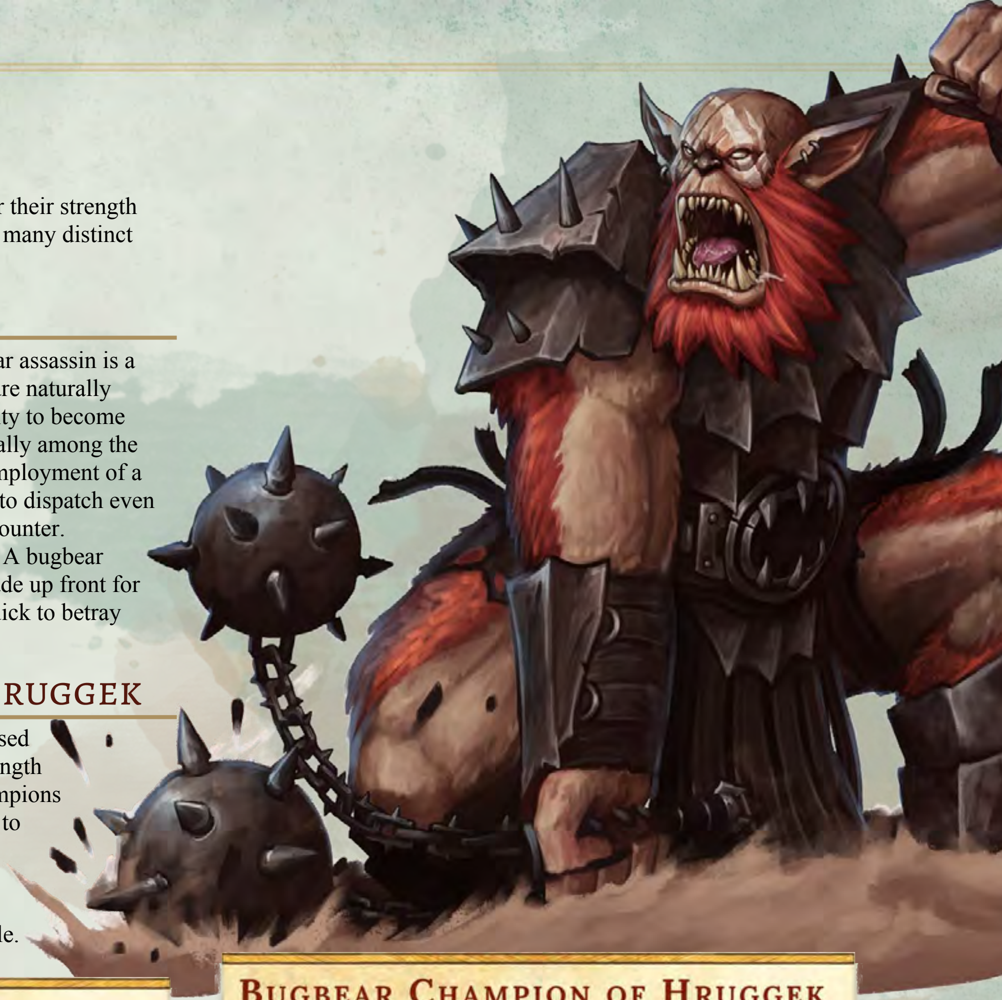
BUGBEAR ASSASSIN

Highly trained and extremely capable, a bugbear assassin is a force to be reckoned with. While all bugbears are naturally stealthy, these individuals have honed that ability to become some of the most sought after assassins, especially among the other goblinoid races. Often found under the employment of a troop of hobgoblins, a bugbear assassin is able to dispatch even some of the most powerful foes they might encounter.

This effectiveness comes at a cost, however. A bugbear assassin often asks for large payments to be made up front for it to even consider taking a job, and they are quick to betray their allies if a better offer presents itself.

BUGBEAR CHAMPION OF HRUGGEK

A bugbear champion of Hruggek has been blessed by that feared god of war, gifted with great strength and the ability to cast divine magic. These champions act as war priests, marching into the front lines to both wreak havoc and protect their allies from harm. They often take on more of a supportive role than their allies, using spells like *hold person* and *spiritual weapon* to control the battle.



BUGBEAR ASSASSIN

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (studded leather armor)
Hit Points 117 (18d8 + 36)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	14 (+2)	11 (+0)	15 (+2)	10 (+0)

Skills Stealth +10, Athletics +7, Perception +5, Survival +8
Senses darkvision 60 ft., passive Perception 15
Languages Common, Goblin
Challenge 6 (2,300 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Precise Attacker. The bugbear's weapon attacks score a critical hit on a roll of 18-20. When the bugbear scores a critical hit, it rolls the damage dice three times, instead of twice.

Surprise Attack. If the bugbear surprises a creature during the first round of combat, the bugbear has advantage on the first attack roll against that creature. If the attack hits, it is considered a critical hit.

ACTIONS

Multiattack. The bugbear makes two melee attacks.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) slashing damage or 15 (2d10 + 4) slashing damage if wielded with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +7 to hit, range 100/400 ft., one target. *Hit:* 9 (1d10+4) piercing damage.

BUGBEAR CHAMPION OF HRUGGEK

Medium humanoid (goblinoid), chaotic evil

Armor Class 16 (chain shirt, shield)
Hit Points 60 (8d8 + 24)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	9 (-1)	16 (+3)	11 (+0)

Skills Religion +1, Stealth +5, Survival +5
Senses darkvision 60 ft., passive Perception 13
Languages Common, Goblin
Challenge 4 (1,100 XP)

Brute. A melee weapon deals one extra die of its damage when the bugbear hits with it (included in the attack).

Surprise Attack. If the bugbear surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 7 (2d6) damage from the attack.

Spellcasting. The bugbear champion of hruggek is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The bugbear champion of hruggek has the following cleric spells prepared:
Cantrips (at will): *guidance, sacred flame, spare the dying*
1st level (4 slots): *bane, guiding bolt, healing word*
2nd level (3 slots): *hold person, spiritual weapon*
3rd level (2 slots): *revivify, spirit guardians*

ACTIONS

Multiattack. The bugbear makes two melee attacks.

Morningstar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 12 (2d8+3) piercing damage.

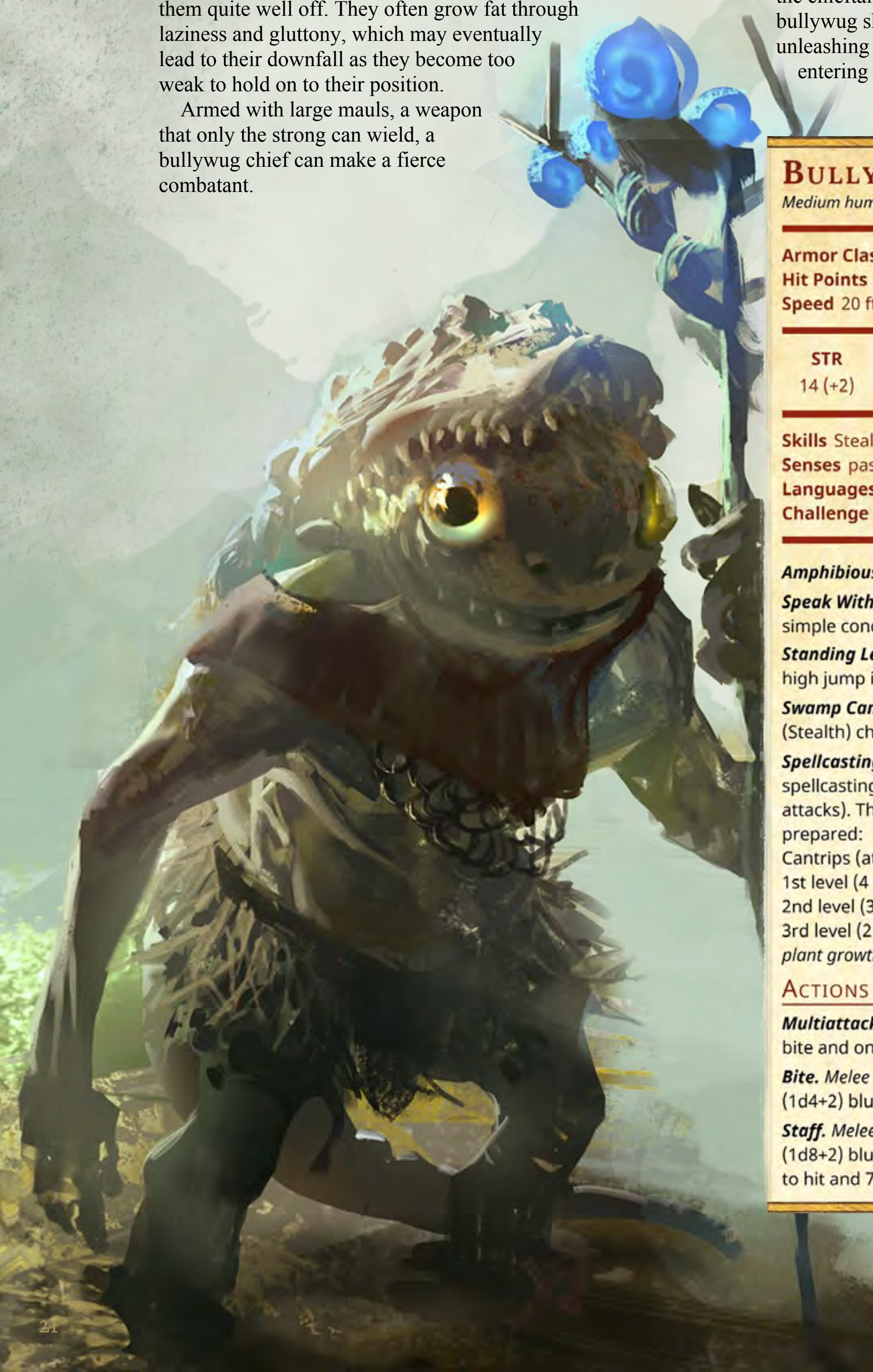
BULLYWUGS

Brutish, frog-like amphibians, bullywugs are a primitive race of hunter gatherers, held together by a corrupt aristocracy and caste system. Bullywug society is defined by these separate castes, and a bullywug in a lower caste always tries to improve its station. Presented here are a few variations on the bullywug, each one a member of a different caste.

BULLYWUG CHIEF

The highest member in the aristocracy, a bullywug chief has fought hard and long to rise to its position of relative splendor. These chiefs often give themselves grand sounding titles and take a large amount of the loot that their tribe acquires, making them quite well off. They often grow fat through laziness and gluttony, which may eventually lead to their downfall as they become too weak to hold on to their position.

Armed with large mauls, a weapon that only the strong can wield, a bullywug chief can make a fierce combatant.



BULLYWUG HUNTER

One of the lowests castes, a bullywug hunter can only go up in life. While they officially go out of the tribe to hunt for food, many of these hunters become makeshift adventurers, hunting for treasures that they can bring to their chieftain in exchange for gaining a higher status.

Armed with the bullywug's signature spear and a set of poison darts, a bullywug hunter is capable of bringing down large prey with a well-placed shot of its blowgun.

BULLYWUG SHAMAN

A member of the caste right below the chieftain, a bullywug shaman is often almost as powerful within bullywug society as the chieftain himself. Armed with potent druidic magic, a bullywug shaman is able create havoc on the battlefield, unleashing giant frogs and toads to attack the enemy as well as entering the fray themselves.

BULLYWUG SHAMAN

Medium humanoid (bullywug), neutral evil

Armor Class 11 (16 with *barkskin*)
Hit Points 58 (9d8 + 18)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	9 (-1)	16 (+3)	8 (-1)

Skills Stealth +3
Senses passive Perception 13
Languages Bullywug
Challenge 3 (700 XP)

Amphibious. The bullywug can breathe air and water.

Speak With Frogs And Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camoflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

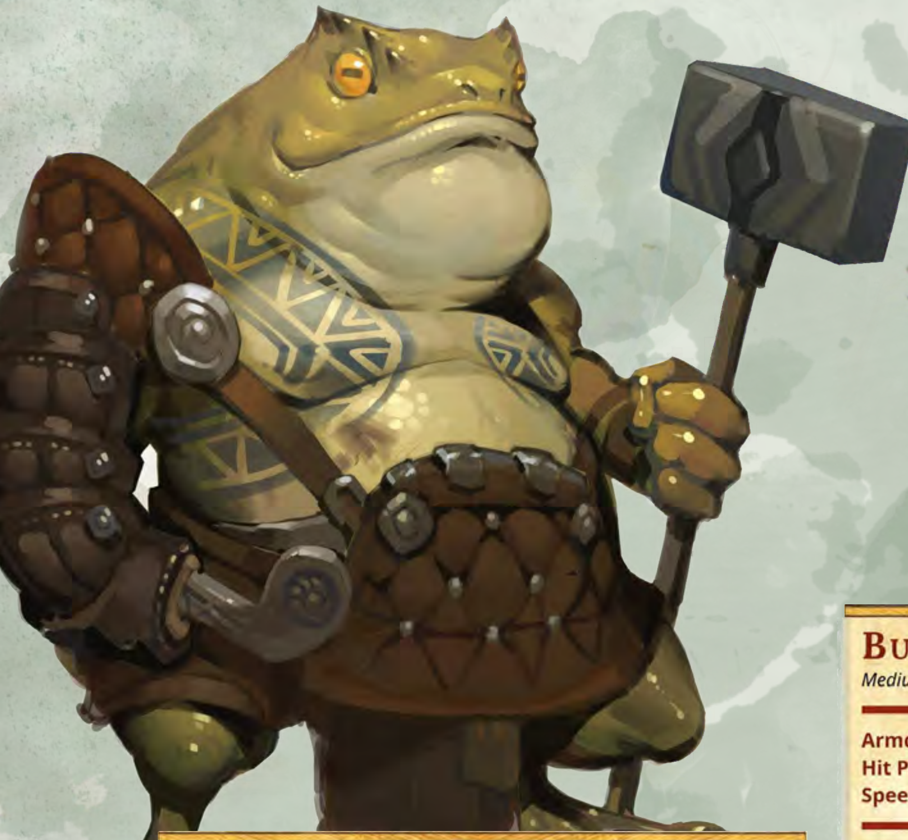
Spellcasting. The bullywug shaman is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The bullywug shaman has the following druid spells prepared:
Cantrips (at will): *druidcraft, magic stone, shillelagh*
1st level (4 slots): *absorb elements, beast bond, fog cloud*
2nd level (3 slots): *barkskin, moonbeam*
3rd level (2 slots): *conjure animals* (giant frogs and toads only), *plant growth*

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its staff.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Staff. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8+2) bludgeoning damage plus 9 (2d8) poison damage, or +5 to hit and 7 (1d8+3) bludgeoning damage with *shillelagh*



BULLYWUG CHIEF

Medium humanoid (bullywug), neutral evil

Armor Class 16 (chain mail armor)
Hit Points 75 (10d8 + 30)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	16 (+3)	10 (+0)	13 (+1)	14 (+2)

Skills Stealth +3
Senses passive Perception 11
Languages Bullywug
Challenge 3 (700 XP)

Amphibious. The bullywug can breathe air and water.

Speak With Frogs And Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

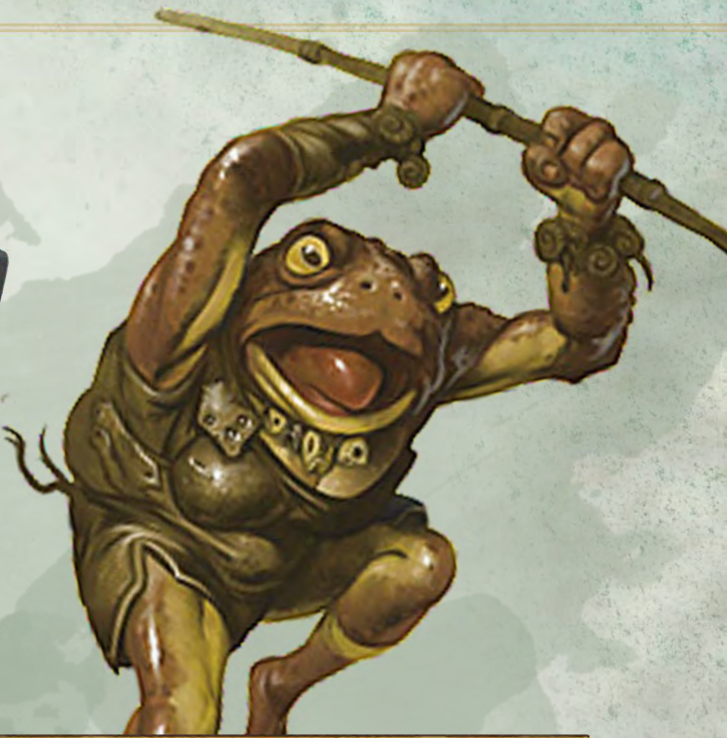
Swamp Camoflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The bullywug makes three melee attacks: one with its bite and two with its maul.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) bludgeoning damage.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.



BULLYWUG HUNTER

Medium humanoid (bullywug), neutral evil

Armor Class 14 (leather armor)
Hit Points 27 (5d8 + 5)
Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	13 (+1)	7 (-2)	11 (+0)	7 (-2)

Skills Stealth +5
Senses passive Perception 10
Languages Bullywug
Challenge 1/2 (100 XP)

Amphibious. The bullywug can breathe air and water.

Speak With Frogs And Toads. The bullywug can communicate simple concepts to frogs and toads when it speaks in Bullywug.

Standing Leap. The bullywug's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Swamp Camoflage. The bullywug has advantage on Dexterity (Stealth) checks made to hide in swampy terrain.

ACTIONS

Multiattack. The bullywug makes two melee attacks: one with its bite and one with its spear.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage.

Spear. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used with two hands to make a melee attack.

Blowgun. *Ranged Weapon Attack*: +5 to hit, range 25/100 ft., one target. *Hit*: 1 piercing damage and the target must succeed on a DC 10 Constitution saving throw or take 7 (2d6) poison damage and become poisoned for 1 minute. If its saving throw result is 5 or lower, the poisoned target falls unconscious for the same duration, or until it takes damage or another creature takes an action to shake it awake.

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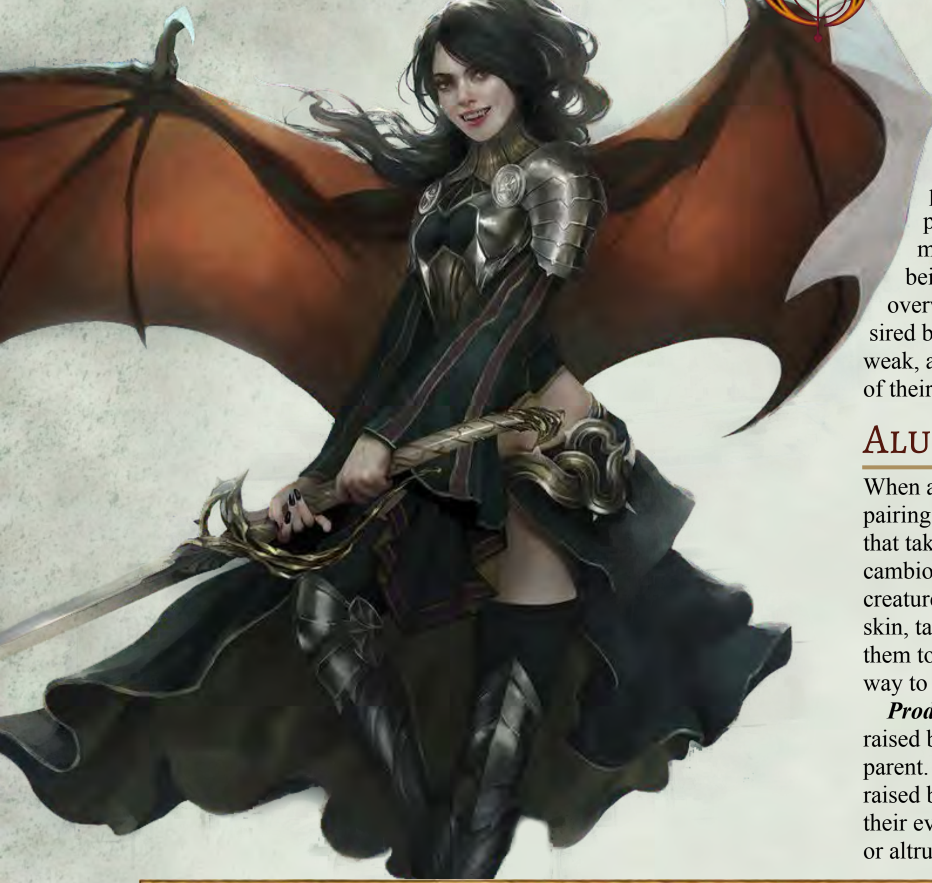

Cambions

Cambions, as the general term for a half-fiend, encompass a variety of possible pairings. These pairings, dependent mostly on the fiendish parent, can produce offspring that end up quite different from the more general cambion. Cambions sired from greater beings, like arch-devils and arch-demons, might end up overwhelmingly powerful once they come of age. Those sired by weaker fiends, however, could end up relatively weak, and in rare cases, might be able to resist the evil nature of their fiendish parents.

Alu-fiend

When a succubus and a male human procreate, the result of this pairing is occasionally an alu-fiend, an always female cambion that takes more after its non-fiendish parent than most cambions. Outside of their large, leathery wings, these creatures look almost entirely human. They lack the discolored skin, tails, and horns that identify most cambions, allowing them to pass themselves off as normal humans if they find a way to hide their wings.

Products of Their Environment. Alu-fiends are usually raised by their mothers, and end up just as evil as their fiendish parent. In some cases, however, an alu-fiend raised might be raised by a good, nurturing person, leading them away from their evil natures. While an alu-fiend rarely becomes truly good or altruistic, they do not always become wholly evil.

Alu-fiend

Medium fiend, chaotic evil (75%) or chaotic neutral (25%)

Armor Class 17 (chain shirt)
Hit Points 65 (10d8 + 20)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	19 (+4)	14 (+2)	16 (+3)	12 (+1)	15 (+2)

Saving Throws Dex +6, Con +4, Int +5, Cha +4
Skills Acrobatics +6, Deception +4, Perception +3, Stealth +6
Damage Resistances cold, fire, poison, bludgeoning, piercing and slashing damage from nonmagical weapons
Senses darkvision 60 ft. passive Perception 13
Languages Abyssal, Common, Infernal
Challenge 4 (1,100 XP)

Fiendish Blessing. The AC of the alu-fiend includes its Charisma bonus.

Foresight. The alu-fiend cannot be surprised, and adds its Charisma bonus to its initiative rolls.

Innate Spellcasting. The alu-fiend's spellcasting ability is Charisma (spell save DC 12). The alu-fiend can innately cast the following spells, requiring no material components:

3/day each: *pyrotechnics, misty step*
1/day each: *dimension door*

Actions

Multiattack. The alu-fiend makes two attacks with its greatsword.

Greatsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage.

Charm. One humanoid the alu-fiend can see within 30 feet of it must succeed on a DC 12 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the alu-fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this alu-fiend's Charm for the next 24 hours.

The alu-fiend can only have one target charmed at a time. If it charms another, the effect on the previous target ends.

Fiendish Transposition (Recharge 4-6). The alu-fiend unleashes a blast of fire, and each other creature within 5 feet of the alu-fiend must suceed on a DC 12 Dexterity saving throw or take 10 (3d6) fire damage. It then teleports to an unoccupied space it can see within 15 feet of it.

If this teleport places the alu-fiend within 5 feet of a creature, the alufiend can make one attack with its greatsword against that creature.

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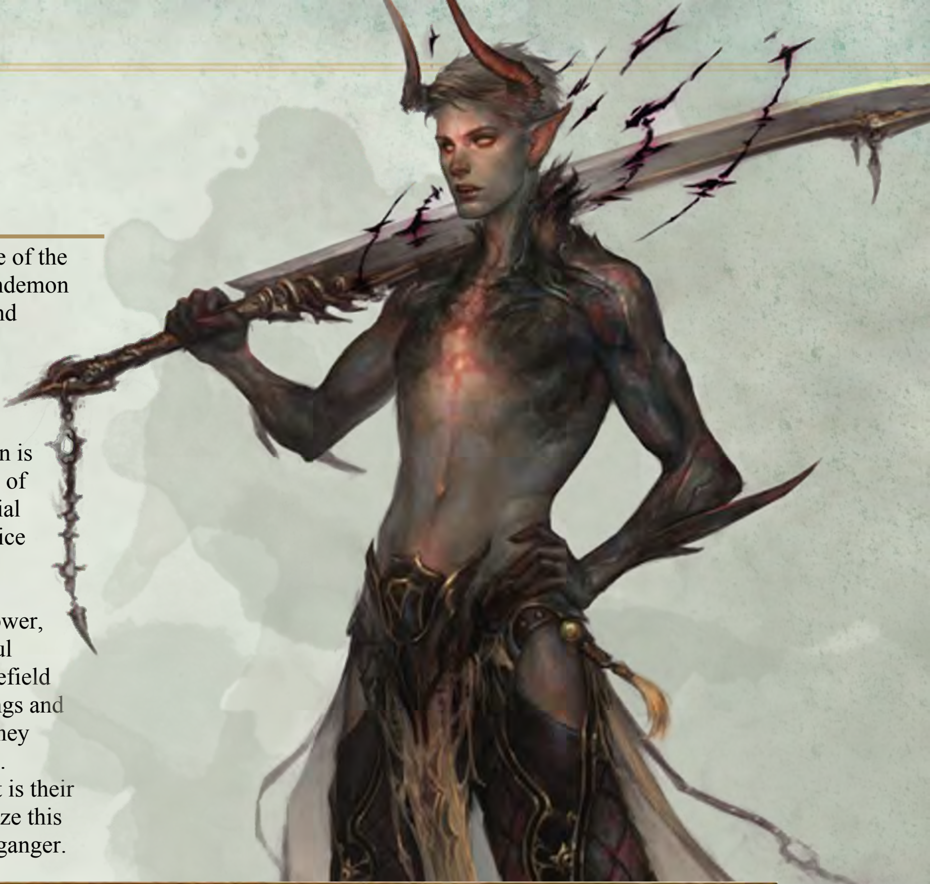
Spawn of Graz'zt

Sometimes called the Prince of Pleasure, Graz'zt is one of the most humanoid demons of the abyss, and he is the archdemon who's most fond of siring mortal children. Beautiful and charismatic, the spawn of Graz'zt become particularly powerful as they come of age, and they are capable of greater feats than their most of their kin.

Characterized by their ashen skin, pointed ears, and cloven hoofs, the unearthly beauty of Graz'zt's children is pervaded by a subtle wrongness. While the appearance of their true form is magically mesmerizing, once the initial impression wears off onlookers often begin to take notice of the fiendish features that pervade the spawn's form.

While these cambions usually prefer to utilize their charm and acts of subtle deception in their quest for power, they are highly capable fighters when pressed. Powerful spell casters and capable of teleporting across the battlefield at-will, these creatures can manipulate their surroundings and the people around them to gain the upper hand, all as they cleave apart their foes with both strength and precision.

One of the signature abilities of the spawn of graz'zt is their ability to take the shape of other humanoids. They utilize this to deceive and impersonate others, much like a doppelganger.



Spawn of Graz'zt

Medium fiend (shapechanger), chaotic evil

Armor Class 17
Hit Points 119 (14d8 + 56)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	16 (+3)	15 (+2)	21 (+5)

Saving Throws Dex +6, Con +8, Wis +6
Skills Deception +10, Insight +6, Perception +6, Persuasion +10
Damage Resistances cold, fire, lightning, poison, bludgeoning, piercing and slashing damage from nonmagical weapons
Senses darkvision 120 ft., passive Perception 16
Languages Abyssal, Common, Infernal
Challenge 10 (5,900 XP)

Shapechanger. The spawn can use an action to polymorph into a form that resembles a Medium humanoid, or back into its true form. Its statistics are the same in each form, and any equipment it is wearing or carrying isn't transformed.

Alluring Appearance. Any humanoid that starts its turn within 30 feet of the spawn and can see the spawn's true form must make a DC 17 Wisdom saving throw. On a failed save, the creature is charmed by the spawn for 1 minute, ending early if the spawn harms them in any way. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the spawn's Alluring Appearance for the next 24 hours.

Unless the target is surprised or the revelation of the spawn's true form is sudden, the target can avert its eyes and avoid making the initial saving throw. Until the start of its next turn, a creature that averts its eyes has disadvantage on attack rolls against the spawn.

Fiendish Blessing. The AC of the spawn includes its Charisma bonus.

Magic Resistance. The spawn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The spawn's weapon attacks are magical.

Innate Spellcasting. The spawn of graz'zt's spellcasting ability is Charisma (spell save DC 17). The spawn of graz'zt can innately cast the following spells, requiring no material components:

3/day each: *charm person, crown of madness, detect magic, dispel magic, dissonant whispers, suggestion*
1/day each: *counterspell, dominate person, teleport*

Actions

Multiattack. The spawn makes two attacks with its greatsword.

Greatsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) slashing damage.

Teleport. The spawn magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

Legendary Actions

The spawn of graz'zt can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The spawn of graz'zt regains spent legendary actions at the start of its turn.

Attack. The spawn makes an attack with its greatsword
Direct. The spawn forces one creature charmed by it to move up to its speed to a location of the spawn's choice, using its reaction. If this movement harms the creature, such as provoking an opportunity attack, the charm ends after the movement completes.
Teleport. The spawn uses its teleport action.

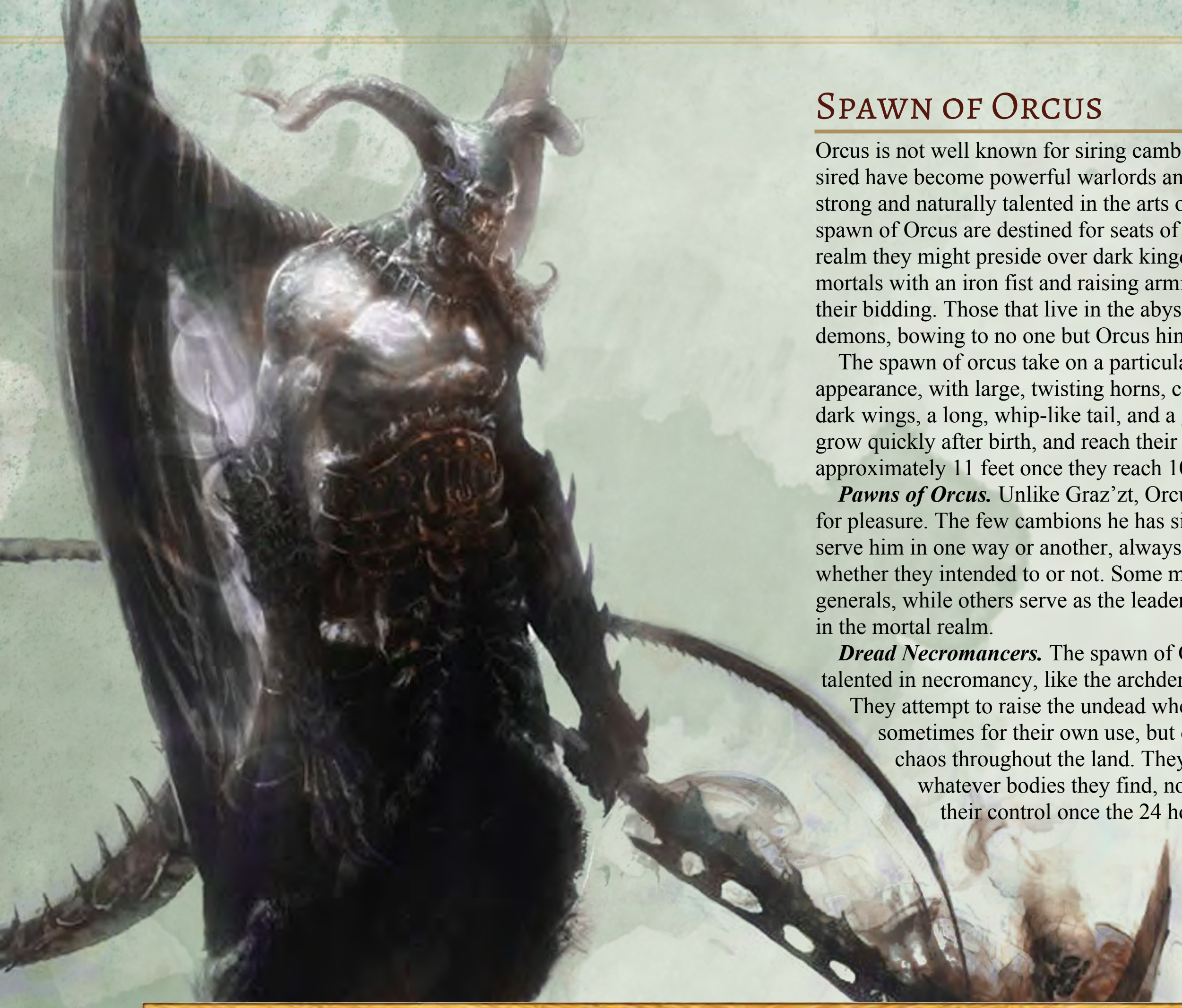
SPAWN OF ORCUS

Orcus is not well known for siring cambions, but those he has sired have become powerful warlords and leaders. Inhumanly strong and naturally talented in the arts of necromancy, the spawn of Orcus are destined for seats of power. In the mortal realm they might preside over dark kingdoms, ruling over mortals with an iron fist and raising armies of undead to do their bidding. Those that live in the abyss might lead armies of demons, bowing to no one but Orcus himself.

The spawn of orcus take on a particularly intimidating appearance, with large, twisting horns, charcoal-black skin, dark wings, a long, whip-like tail, and a great stature. They grow quickly after birth, and reach their eventual height of approximately 11 feet once they reach 10 years of age.

Pawns of Orcus. Unlike Graz'zt, Orcus does not procreate for pleasure. The few cambions he has sired were created to serve him in one way or another, always advancing his goals whether they intended to or not. Some might become his generals, while others serve as the leaders of proxy kingdoms in the mortal realm.

Dread Necromancers. The spawn of Orcus are naturally talented in necromancy, like the archdemon that sired them. They attempt to raise the undead wherever they go, sometimes for their own use, but often to simply spread chaos throughout the land. They commonly animate whatever bodies they find, not caring to reassert their control once the 24 hours have elapsed.



SPAWN OF ORCUS

Large fiend, chaotic evil

Armor Class 19 (scale mail)
Hit Points 189 (18d10 + 90)
Speed 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	21 (+5)	18 (+4)	16 (+3)	19 (+4)

Saving Throws Dex +6, Con +10, Wis +8
Skills Arcana +9, Perception +8
Damage Immunities poison, necrotic
Damage Resistances cold, fire, lightning, bludgeoning, piercing and slashing damage from nonmagical weapons
Senses darkvision 120 ft., passive Perception 18
Languages Abyssal, Common, Infernal
Challenge 15 (13,000 XP)

Fiendish Blessing. The AC of the spawn includes its Charisma bonus.

Legendary Resistance (1/day). If the spawn fails a saving throw, it can choose to succeed instead.

Magic Resistance. The spawn has advantage on saving throws against spells and other magical effects.

Magic Weapons. The spawn's weapon attacks are magical.

Innate Spellcasting. The spawn's spellcasting ability is Charisma (spell save DC 17). The spawn can innately cast the following spells, requiring no material components:
At will: *chill touch (11th level), detect magic, false life*
3/day each: *animate dead, speak with dead*
1/day each: *create undead, finger of death*

ACTIONS

Multiattack. The spawn makes one attack with its greatsword and one with its tail.

Greatsword. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 20 (4d6+6) slashing damage plus 7 (2d6) necrotic damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8+6) slashing damage plus 9 (2d8) poison damage.

LEGENDARY ACTIONS

The spawn can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The spawn regains spent legendary actions at the start of its turn.

Cast. The spawn casts one of its at-will spells.

Cleave (3 Actions). The spawn cleaves in a wide arc with its greatsword, and each creature in a 10 foot cone originating from the spawn must succeed on a DC 19 Dexterity saving throw or take 20 (4d6+6) slashing damage plus 7 (2d6) necrotic damage.

CARRION CRAWLER

As deadly as they are monstrous, carrion crawlers are not an uncommon foe for those that explore damp caves and decrepit ruins. Known for their long, whip-like tentacles, these creatures generally hide in subterranean environments, clinging to dungeon or cavern ceilings while their tentacles probe the air, searching for any sign of a potential victim.

Not all carrion crawlers are the same, however. While all of them share the same general hunting patterns and behaviors, and can be identified by their array of tentacles, some carrion crawlers are specialized in hunting a specific prey, or have adapted to unique environments.

TANGLE CRAWLER

Often making their homes in deep jungle ruins or within the overgrowth of an expansive forest, tangle crawlers are exceptionally large carrion crawlers, capable of ambushing and hunting down much larger prey than their smaller cousins. Often hunting down creatures as large as elephants, a tangle crawler is an intimidating sight for any adventurer.

TANGLE CRAWLER

Huge monstrosity, unaligned

Armor Class 16 (natural armor)
Hit Points 136 (13d12 + 52)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	19 (+4)	3 (-4)	13 (+1)	6 (-2)

Saving Throws Dex +4, Con +7
Skills Perception +4
Damage Resistances poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 11
Languages —
Challenge 6 (2,300 XP)

Keen Smell. The tangle crawler has advantage on Wisdom (Perception) checks that rely on smell.

Spider Climb. The tangle crawler can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Writhing Tentacles. Other creatures provoke opportunity attacks when they enter the reach of the tangle crawler's tentacles.

ACTIONS

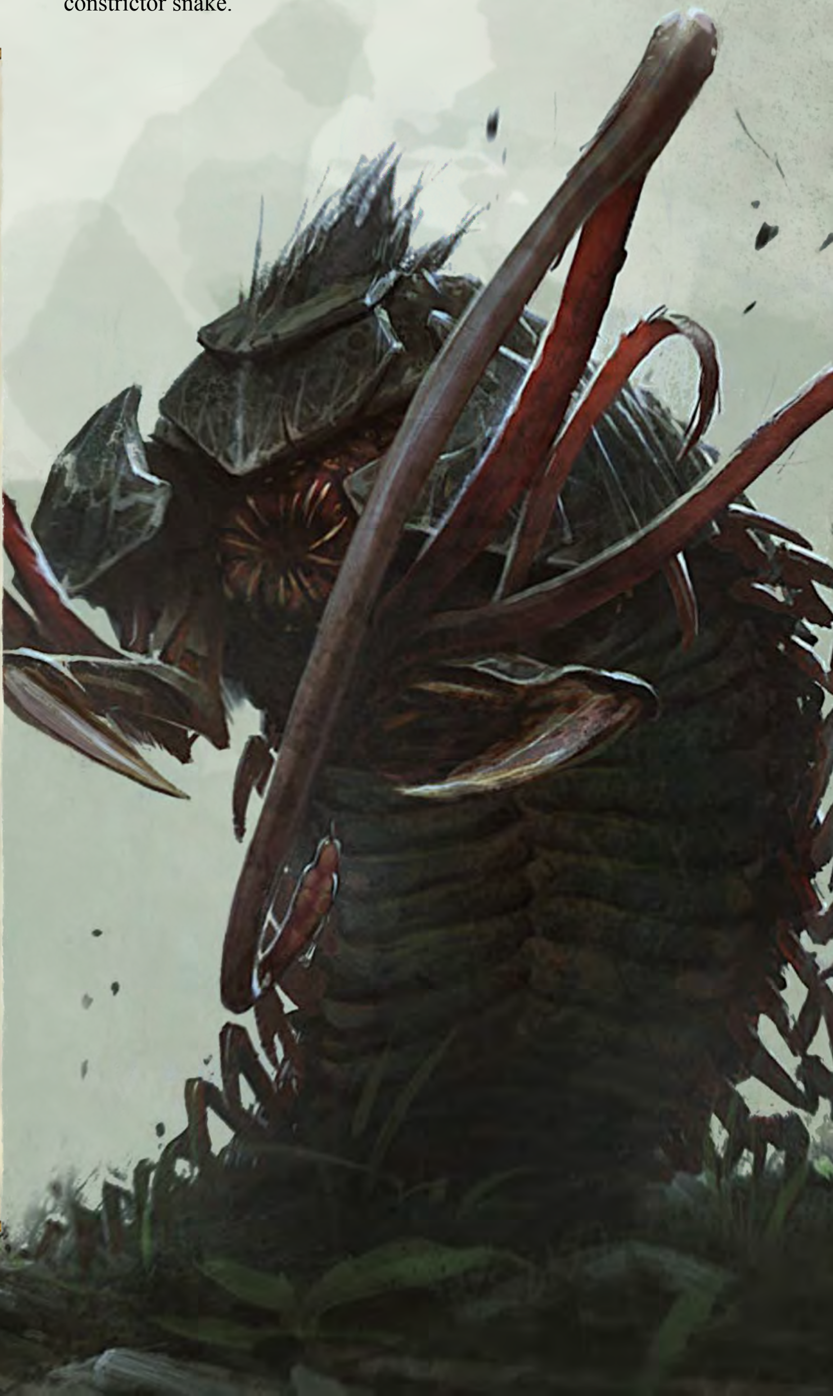
Multiattack. The tangle crawler makes two attacks: one with its tentacles and one with its bite.

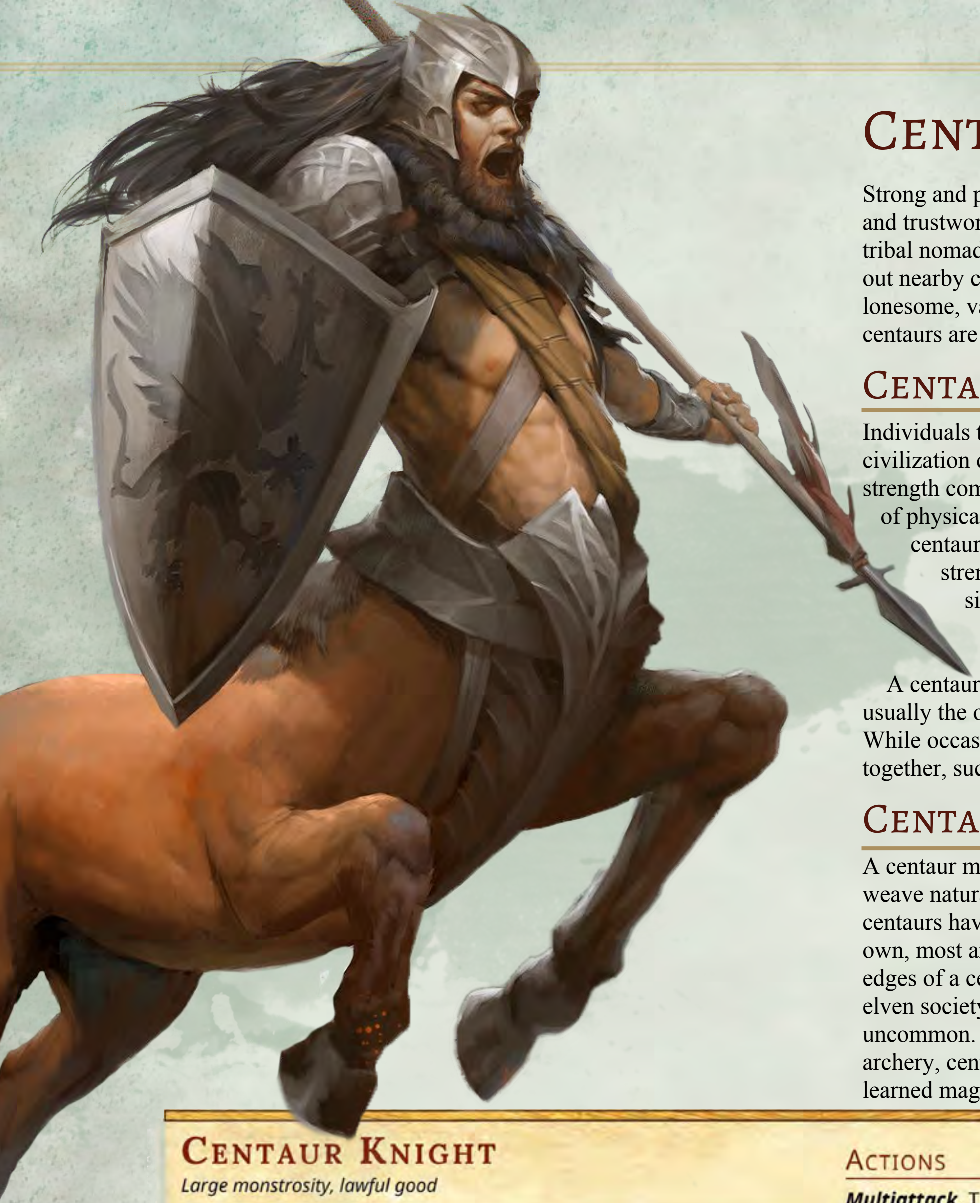
Tentacles. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 6 (1d4+4) bludgeoning damage plus 5 (2d4) poison damage, and the target must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Until this poison ends, the target is paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the poison on itself on a success.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (3d4+4) piercing damage. If the tangle crawler scores a critical hit, it can choose to deal no additional damage, and instead regain 7 (3d4) hit points.

A tangle crawler has the same general characteristics as a standard carrion crawler. They have long, constantly moving tentacles, each capable of delivering a paralyzing poison to their potential victims. They also have the same, centipede-like body, with rows of short legs that can easily stick to the walls and ceilings of caves and similar environments. The main differences in their appearance arise from their distinct green coloring, allowing them to camouflage in more forested areas, and their thick protective plating.

Ambush Predators. Tangle crawlers use their improved camouflage and other adaptations to their forested habitat to better ambush their victims, paralyzing them and pulling them to their death. Despite their great size, a tangle crawler can easily conceal itself within the piles of leaves and loose dirt that cover the forest floor. It is there that they wait, always testing the air for any unusual scent. They might also allow one of their tentacles to breach the surface, utilizing it as bait for large animals that might mistake it for a giant earthworm or constrictor snake.





CENTAURS

Strong and proud, centaurs can make for formidable warriors and trustworthy allies. While most centaurs live their lives as tribal nomads, a few individuals break that mold, either seeking out nearby civilization or delving even deeper into the lonesome, vast forests of the world. A few of these unique centaurs are described here.

CENTAUR KNIGHT

Individuals that choose to leave their tribe and seek out civilization often become powerful warriors, using their natural strength combined with professional training to reach heights of physical ability that few humanoids can match. These centaurs may choose to become knights, lending their strength to a humanoid civilization, religious order, or similar cause. In these positions they act as natural leaders, capable of directing soldiers and rallying them in battle.

A centaur knight does not often travel alone, but they are usually the only one of their kind among their companions. While occasionally two or three centaurs might leave their tribe together, such an occurrence is a rarity among rarities.

CENTAUR MARKSMAN

A centaur marksman is an master archer that has learned to weave natural magic into their shots. While some exceptional centaurs have managed to master this style of fighting on their own, most are in part taught by elven arcane archers. As the edges of a centaur's domain often intersect with the fringes of elven society, interactions between these two races are not uncommon. While this form of archery is similar to arcane archery, centaur marksmen use their innate magic, rather than learned magic, to augment their abilities.

CENTAUR KNIGHT

Large monstrosity, lawful good

Armor Class 19 (half-plate, shield)
Hit Points 119 (14d10 + 42)
Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	17 (+3)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +5, Cha +6
Skills Athletics +8, Insight +5, Perception +5, Persuasion +6
Senses passive Perception 15
Languages Common, Elvish, Sylvan
Challenge 8 (3,900 XP)

Brave. The centaur has advantage on saving throws against being frightened.

Charge. If the centaur moves at least 30 feet straight toward a target and then hits it with a lance attack on the same turn, the target takes an extra 10 (3d6) piercing damage.

Head Start. On its first turn of combat, the centaur can take the dash action as a bonus action.

Keen Sight. The centaur has advantage on Wisdom (Perception) checks that rely on sight.

Mobile. Opportunity attacks against the centaur are made at disadvantage.

ACTIONS

Multiattack. The centaur makes two attacks: one with its lance and one with its hooves, or two with its javelins. It then uses its Knight's Command.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (3d6+5) bludgeoning damage and the target must succeed on a DC 16 Strength saving throw or fall prone.

Javelin. *Melee or Ranged Weapon Attack:* +8 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 8 (1d6+5) piercing damage.

Lance. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 11 (1d12+5) piercing damage.

Knight's Command. An allied creature within 120 feet of the centaur that can hear it can use their reaction to move up to half their speed and make one weapon attack.

Leadership (Recharges After A Short Or Long Rest). For 1 minute, the centaur can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the centaur. A creature can benefit from only one Leadership die at a time. This effect ends if the centaur is incapacitated.

REACTIONS

Protect. When another creature within 5 feet of the centaur is hit by an attack, the centaur can add 3 to the that creature's AC against that attack. To do so, the centaur must see the attacker and be wielding a shield.

CENTAUR SPIRITCALLER

Spiritcallers, also called beastcallers or simply shamans, are centaurs that have connected themselves to the natural world, joining their souls with those of the creatures of the forest. These individuals live their lives as solitary hermits, protectors of the wooded landscapes they call home. In their solitude they learned to control and hone their natural magic, allowing them to summon beast-like spirits and befriend whatever beasts they might encounter. While they live far from centaur tribes, a spiritcaller may be sought out by other centaurs, or even humanoids, for the knowledge and wisdom that they possess.

CENTAUR WILDLING

A centaur wildling is centaur that has completely abandoned civilization, even shunning the tribal nomadism of centaur society. Shaped by the harsh wilderness, these centaurs have become more savage and barbaric than their kin, and more willing to resort to violence. Skilled in battle, a wildling can often single-handedly take out bandit operations and hunt down dangerous monsters. While they've distanced themselves from their tribes, centaur wildlings still often help their tribe indirectly through their hunts and quests.

CENTAUR MARKSMAN

Large monstrosity, neutral good

Armor Class 14
Hit Points 90 (12d10 + 24)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	18 (+4)	14 (+2)	10 (+0)	15 (+2)	12 (+1)

Skills Athletics +4, Nature +2, Perception +4, Survival +4
Senses passive Perception 14
Languages Elvish, Sylvan
Challenge 4 (1,100 XP)

Curving Shot. If the centaur misses with a longbow attack, it can immediately use its bonus action to attempt to magically curve the shot, potentially hitting another target. The centaur rerolls the attack roll, targeting a different creature that is within a 30-foot cone behind the original target.

Kicking Retreat. If the centaur attacks with its hooves, it can take the Disengage action as a bonus action.

Magical Arrows. The centaur's attacks with its longbow are magical, and deal an additional 1d8 damage on a hit (included in the attack)

Innate Spellcasting. The centaur marksman's spellcasting ability is Wisdom (spell save DC 12). The centaur marksman can innately cast the following spells, requiring no material components:

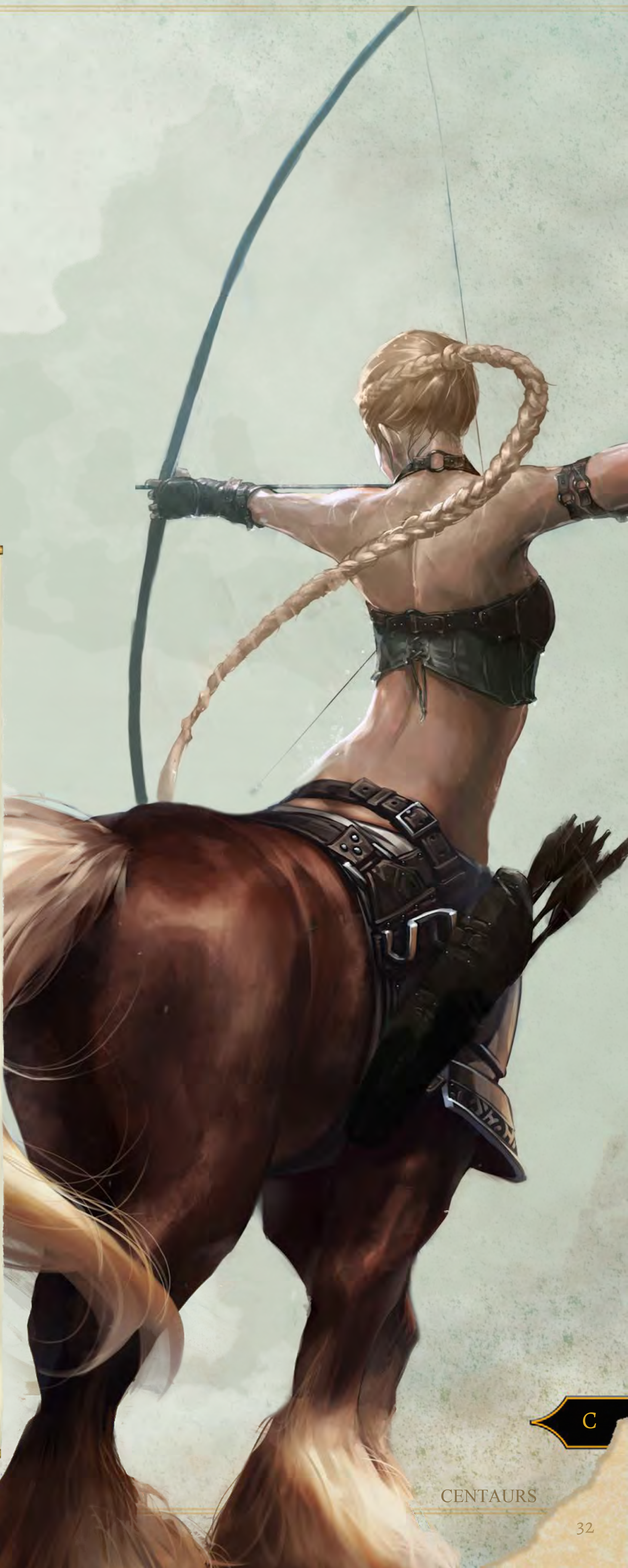
3/day each: *ensnaring strike, hail of thorns*
1/day each: *conjure barrage*

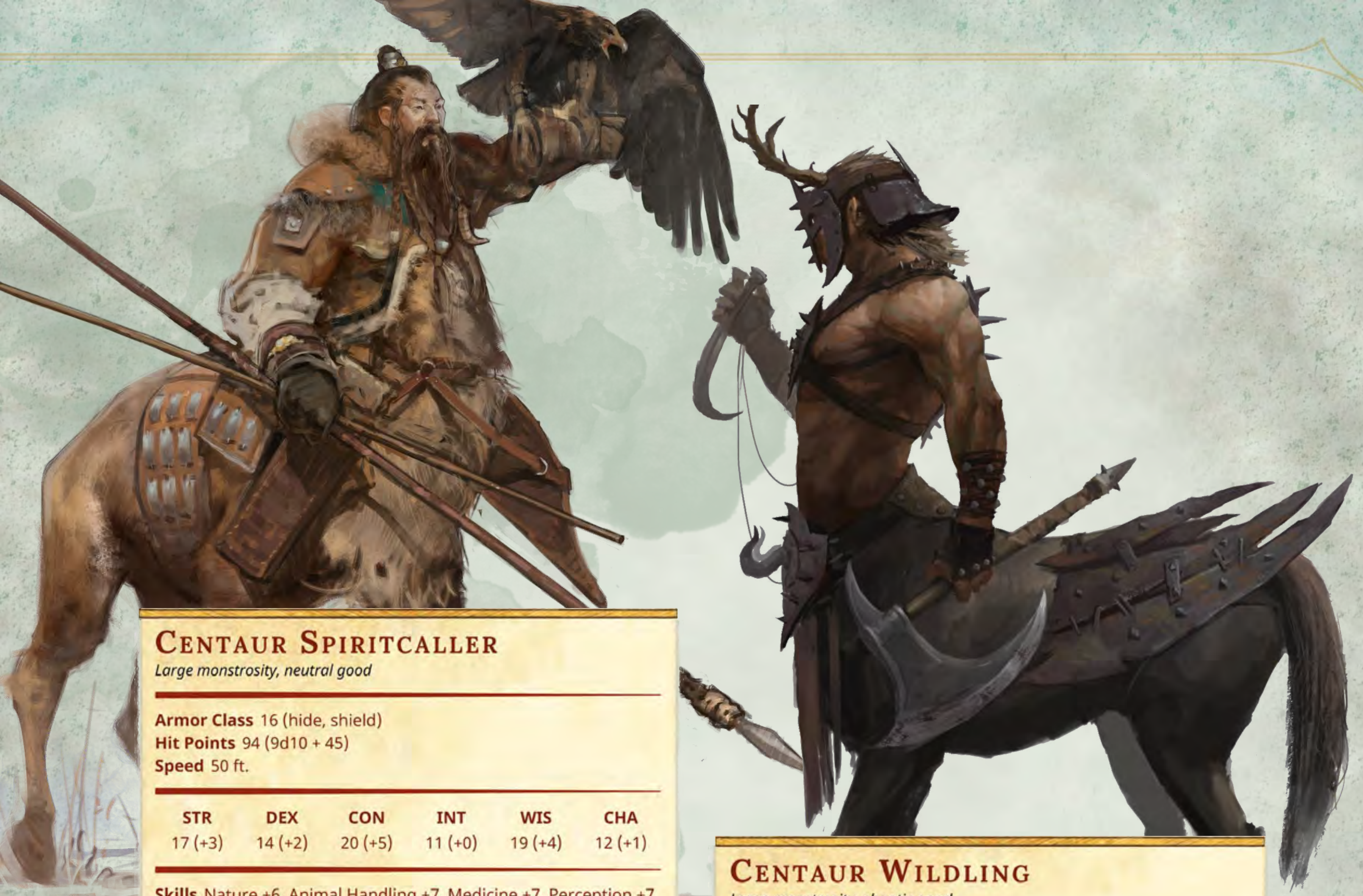
ACTIONS

Multiattack. The centaur makes two attacks with its longbow, or one attack with its longbow and one with its hooves.

Hooves. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 12 (3d6+2) bludgeoning damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 150/600 ft., one target. *Hit:* 13 (2d8+4) piercing damage.





Centaur Spiritcaller

Large monstrosity, neutral good

Armor Class 16 (hide, shield)
Hit Points 94 (9d10 + 45)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	20 (+5)	11 (+0)	19 (+4)	12 (+1)

Skills Nature +6, Animal Handling +7, Medicine +7, Perception +7, Survival +7
Senses passive Perception 17
Languages Elvish, Sylvan
Challenge 5 (1,800 XP)

Invigorate. As a bonus action, the centaur can expend one of its hit dice to cause the spirit summoned with its Spirit Summon action to regain 10 (1d10 + 5) hit points. If the spirit was reduced to 0 hit points within the last minute, this action can revive it.

Spellcasting. The centaur spiritcaller is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The centaur spiritcaller has the following ranger spells prepared:

1st level (4 slots): *animal friendship, beast bond, speak with animals*
2nd level (3 slots): *animal messenger, beast sense*
3rd level (2 slots): *conjure animals*

Actions

Multiattack. The centaur makes two attacks with its spear and one with its hooves.

Hooves. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) bludgeoning damage.

Spear. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage or 7 (1d8 + 3) piercing damage if wielded with two hands.

Summon Spirit (Recharges After A Long Rest). The centaur summons a spirit that takes the form of a beast of CR 1 or lower in a space within 30 feet of it. The spirit is an ally of the centaur, and acts on the turn directly after its summoner in the initiative order. It remains until it or its summoner dies, or until it is dismissed as an action.

Centaur Wildling

Large monstrosity, chaotic good

Armor Class 16
Hit Points 110 (13d10 + 39)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	17 (+3)	8 (-1)	13 (+1)	10 (+0)

Skills Intimidation +3, Perception +4, Stealth +6, Survival +4
Senses passive Perception 14
Languages Elvish, Sylvan
Challenge 6 (2,300 XP)

Unarmored Defense. While not wearing armor, the centaur adds its Consitution modifier to its AC.

Unflinching. The centaur is immune to being frightened or charmed.

Actions

Multiattack. The centaur makes two attacks with its battleaxe and one with its hooves.

Battleaxe. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8+5) slashing damage.

Hooves. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) bludgeoning damage.

Rampage (Recharge 4-6). The centaur moves up to its speed and makes up to four attacks with its battleaxes, each against a different creature. It also gains resistance to bludgeoning, piercing, and slashing damage until the start of its next turn upon hitting a creature with this action.

CERYNITIS

A cerynitis, also called a golden hind, is a divine guardian created by a benevolent nature deity. Born as the offspring of a normal deer through divine intervention, a cerynitis grows quickly into its celestial form, defined by its brilliant, golden antlers, unnatural size, and breathtaking speed.

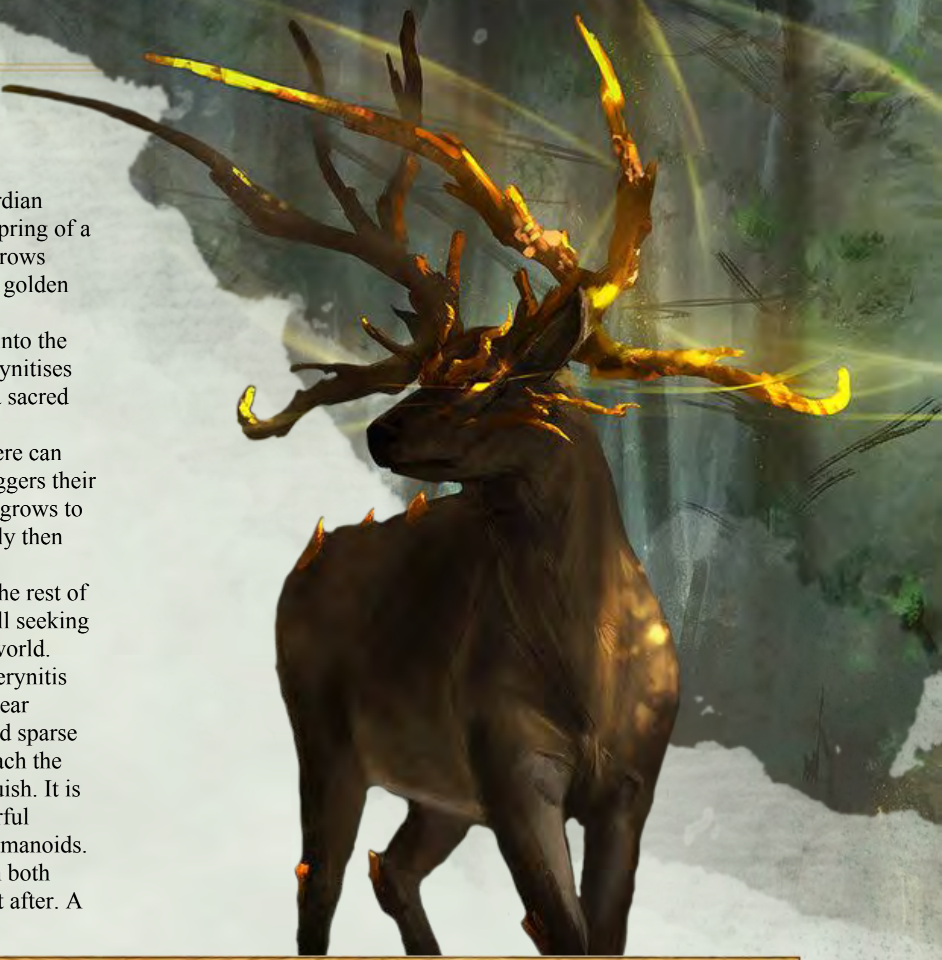
Divine Creations. When a deity brings a cerynitis into the material plane, it does so with a purpose in mind. Cerynitises are born in times of need, often for the protection of a sacred place, artifact, or, rarely, a person.

As cerynitises are not born at their full strength, there can often be a significant delay between the event that triggers their birth and their subsequent aid. Once born, a cerynitis grows to its full size in approximately two months, and it is only then that it seeks out its appointed duty.

Once its mission is complete, a cerynitis lives out the rest of its fairly short lifespan, usually less than a decade, still seeking to help the good hearted and destroy the evils of the world.

Unearthly Speed. To onlookers, the passage of a cerynitis looks like nothing more than a blur of golden light. Near uncatchable, a cerynitis is at its best in open plains and sparse forests, where it can travel across vast distances to reach the things it needs to protect or the enemies it must vanquish. It is this unparalleled speed that makes a cerynitis a powerful mount, though they are only willing to carry noble humanoids.

Golden Antlers. A cerynitis' antlers are made from both bone and gold, making them highly prized and sought after. A set of antlers can often sell for 2,500 gp or more.



CERYNITIS

Large celestial, chaotic good

Armor Class 19 (natural armor)
Hit Points 150 (20d10 + 40)
Speed 150 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	25 (+7)	15 (+2)	9 (-1)	16 (+3)	10 (+0)

Saving Throws Str +8, Wis +8
Skills Athletics +8, Stealth +12, Perception +8
Damage Immunities radiant
Condition Immunities blinded
Senses darkvision 120 ft., passive Perception 18
Languages Celestial
Challenge 14 (11,500 XP)

After-Image. When the cerynitis starts to move for the first time on its turn, it can choose to leave behind a golden image of itself at the location it was at the start of its turn. The image remains until start of the cerynitis' next turn, and any creature that touches it while it remains in place takes 7 (2d6) radiant damage.

At the start of the cerynitis' next turn, the image streaks along a 10-foot wide line that traces the path the cerynitis took on its last turn. Each creature in that line must make a DC 17 Dexterity saving throw, taking 21 (6d6) radiant damage on a failed save, or half as much damage on a successful one.

Blurred Movement. Attack rolls against the cerynitis have disadvantage unless the cerynitis is incapacitated or restrained.

Charge. If the cerynitis moves at least 30 feet straight toward a target and then hits it with an antlers attack on the same turn, the target takes an extra 3 (1d6) damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone. If the target is prone, the cerynitis can make one hooves attack against it as a bonus action.

Evasion. If the cerynitis is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails

Limited Incorporeality. As a bonus action, the cerynitis can become temporarily incorporeal as its body transforms into golden light. For the next 10 feet of its movement, it can move through other creatures and objects. If it ends its turn inside an object, it takes 11 (2d10) force damage.

Nimble. The cerynitis can take the disengage action as a bonus action on each of its turns.

ACTIONS

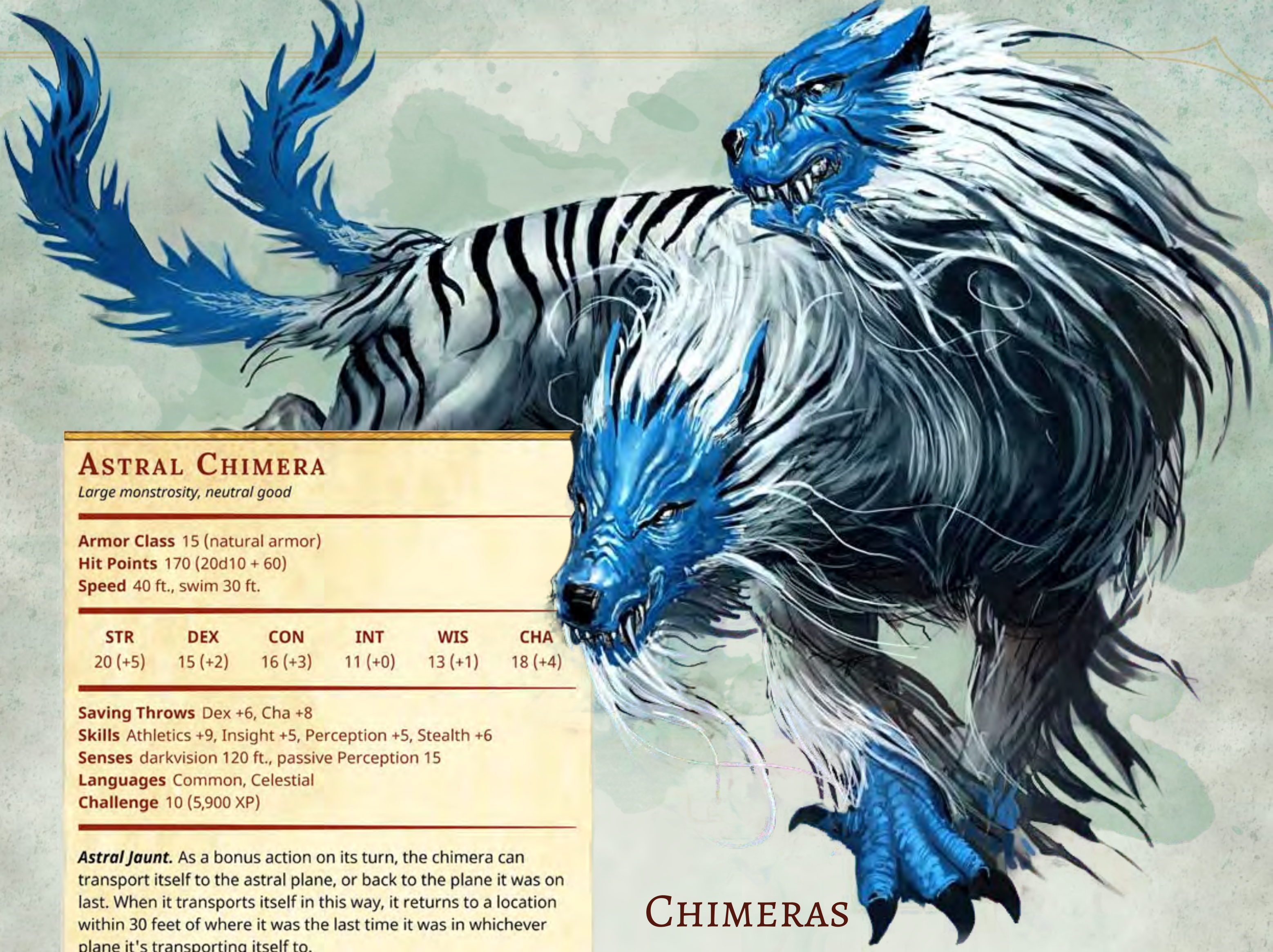
Multiattack. The cerynitis uses its golden radiance if available. It then makes three attacks: two with its antlers and one with its hooves

Antlers. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d6+7) piercing damage.

Hooves. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) bludgeoning damage.

Radiant Bolt. *Ranged Spell Attack:* +8 to hit, range 120 ft., one target. *Hit:* 22 (4d10) radiant damage.

Golden Radiance (Recharge 4-6). The cerynitis' antlers begin to glow with golden light. Until the end of the turn, any creature hit by the cerynitis' antlers must make a DC 17 Constitution saving throw. On a failed save, the creature takes 7 (2d6) radiant damage and is blinded. On a successful save, they take half as much damage and are not blinded.



CHIMERAS

Monstrosities pieced together from the natural creatures of the world, chimeras can take on many different forms. A few of these forms are described here.

ASTRAL CHIMERA

Astral chimeras are the antithesis of Demogorgon's creations, brought into existence through the powers of ancient, good-aligned deities. An ordinary specimen resembles a large silver-furred beast, with blue skin, the forelimbs of a bird, and the hindquarters of a goat. Upon its shoulders sit two necks and two heads, one more feline and the other more canine.

Relics of Past Gods. Within the great, silvery seas of the astral plane float the petrified remains of dead gods, set adrift for millennia after their passing. While these beings are long deceased, some small remnants of their power still seep into the world. Occasionally, these remnants of power can combine with magic inherent to the astral plane, forming the creatures known as astral chimeras.

While these creatures are born in isolation, they do not stay in reclusion for long. Driven by their innate good nature, astral chimeras seek to travel through all planes of existence, vanquishing evil where they find it and assisting other creatures in their time of need.

Endless Wanderers. Astral chimeras are constantly moving from place to place, using their innate ability to planeshift and jaunt to and from the astral plane to make their way across the multiverse. In their travels, astral chimeras can gain a breadth of knowledge that few creatures can match.

ASTRAL CHIMERA

Large monstrosity, neutral good

Armor Class 15 (natural armor)
Hit Points 170 (20d10 + 60)
Speed 40 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	16 (+3)	11 (+0)	13 (+1)	18 (+4)

Saving Throws Dex +6, Cha +8
Skills Athletics +9, Insight +5, Perception +5, Stealth +6
Senses darkvision 120 ft., passive Perception 15
Languages Common, Celestial
Challenge 10 (5,900 XP)

Astral Jaunt. As a bonus action on its turn, the chimera can transport itself to the astral plane, or back to the plane it was on last. When it transports itself in this way, it returns to a location within 30 feet of where it was the last time it was in whichever plane it's transporting itself to.

Two Heads. The chimera has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When on of the chimera's heads is asleep, the other head is awake.

Innate Spellcasting. The astral chimera's spellcasting ability is Charisma (spell save DC 16). The astral chimera can innately cast the following spells, requiring no material components:
At will: *blur, detect evil and good, detect magic, see invisibility*
3/day each: *counterspell, dispel magic, fly*
1/day each: *plane shift*

ACTIONS

Multiattack. The chimera makes four attacks: two with its bite and two with its claws. It can use its mind blast in place of any bite attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6+5) piercing damage plus 7 (2d6) psychic damage. If the target is hit by two bite attacks on the same turn, it must succeed on a DC 16 Wisdom saving throw or be frightened of the chimera until the end of the chimera's next turn.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) slashing damage plus 3 (1d6) psychic damage.

Mind Blast. One creature within 60 feet of the chimera must make a DC 16 Wisdom saving throw. The creature takes 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.

Demimaera

When Demogorgon birthed chimeras into the material plane, demimaeras, also referred to as lesser chimeras, were also created. Lacking the draconic head and leathery wings of true chimeras, demimaeras instead have an alternate third head - a snake head on the end of their tail.

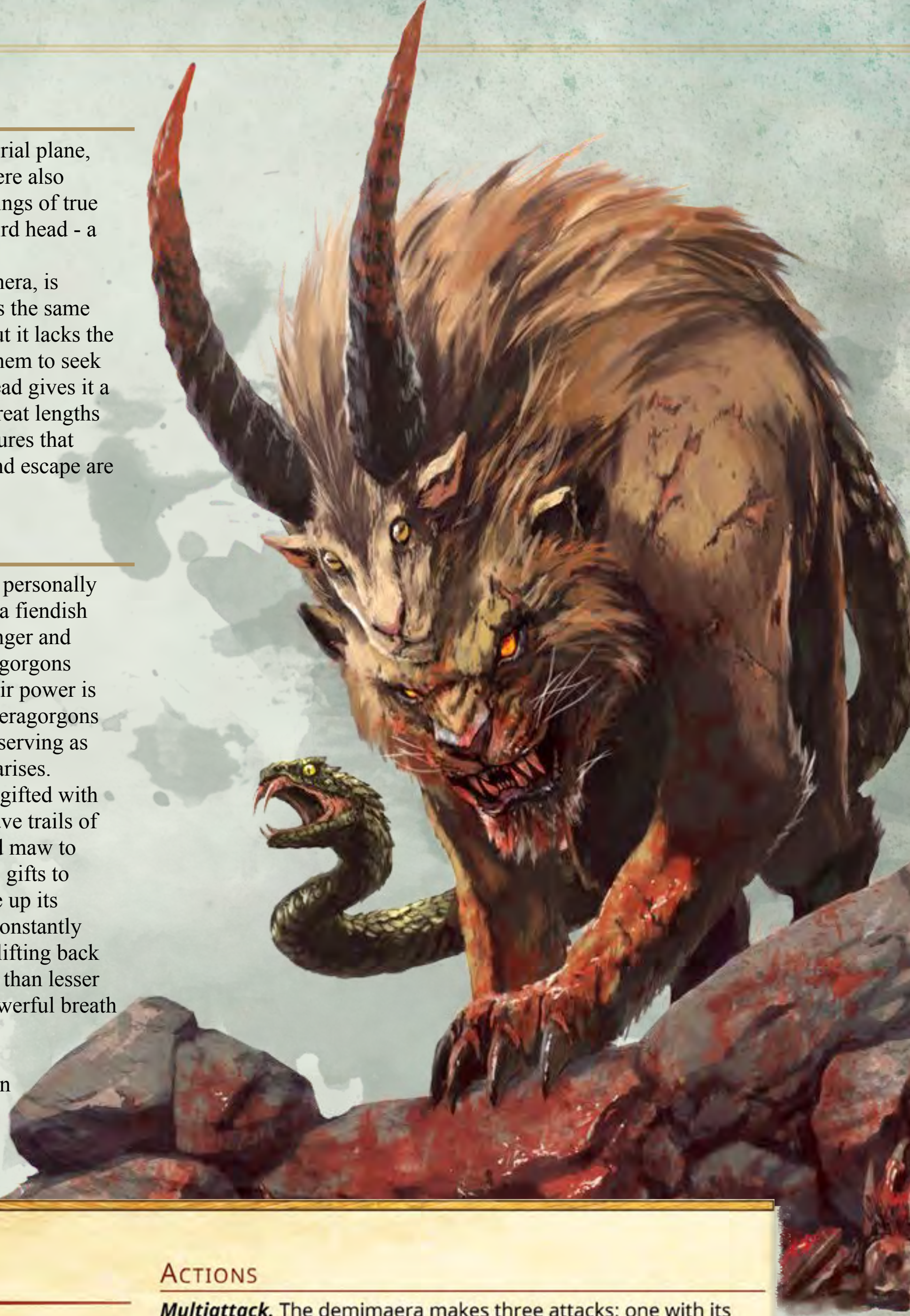
A demimaera's personality, like the typical chimera, is shaped by the worst aspects of its three parts. It has the same leonine territoriality and goat-like stubbornness, but it lacks the draconic greediness of typical chimeras that lead them to seek out hoards of gold and jewels. Instead, its snake head gives it a vengeful, vindictive streak that causes it to go to great lengths to kill those that it believes have wronged it. Creatures that steal a demimaera's food or manage to wound it and escape are tracked down and brought to a grisly end.

Maeragorgon

A maeragorgon is a chimera that Demogorgon has personally corrupted with abyssal magic, transforming it into a fiendish creature far crueler than any normal chimera. Stronger and more cunning than their lesser counterparts, maeragorgons serve directly under the Prince of Demons, and their power is comparable to that of type 5 or type 6 demons. Maeragorgons unquestioningly exercise the demon prince's will, serving as powerful guards or war beasts whenever the need arises.

Through their transformation maeragorgons are gifted with fiendish abilities. They can cause their claws to leave trails of flame, their horns to coat with ice, and their fanged maw to secrete a deadly poison. A maeragorgon uses these gifts to become an unpredictable opponent that can change up its tactics on a whim. In combat, maeragorgons stay constantly mobile, landing to quickly take out a foe and then lifting back into the sky with a burst of flame. More intelligent than lesser chimeras, a maeragorgon will use its speed and powerful breath attack to keep itself out of harm's way, and knows when retreat is necessary.

Demonic Mount. A maeragorgon can serve as an exceptionally powerful mount, carrying upon its back high-ranking demons, death knights, and other vile creatures.



Demimaera

Large monstrosity, chaotic evil

Armor Class 14 (natural armor)
Hit Points 93 (11d10 + 33)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	3 (-4)	13 (+1)	10 (+0)

Skills Perception +5
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 4 (1,100 XP)

Charge. If the demimaera moves at least 20 feet straight toward a creature and then hits it with a horns attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the demimaera can make one bite attack against it as a bonus action.

Actions

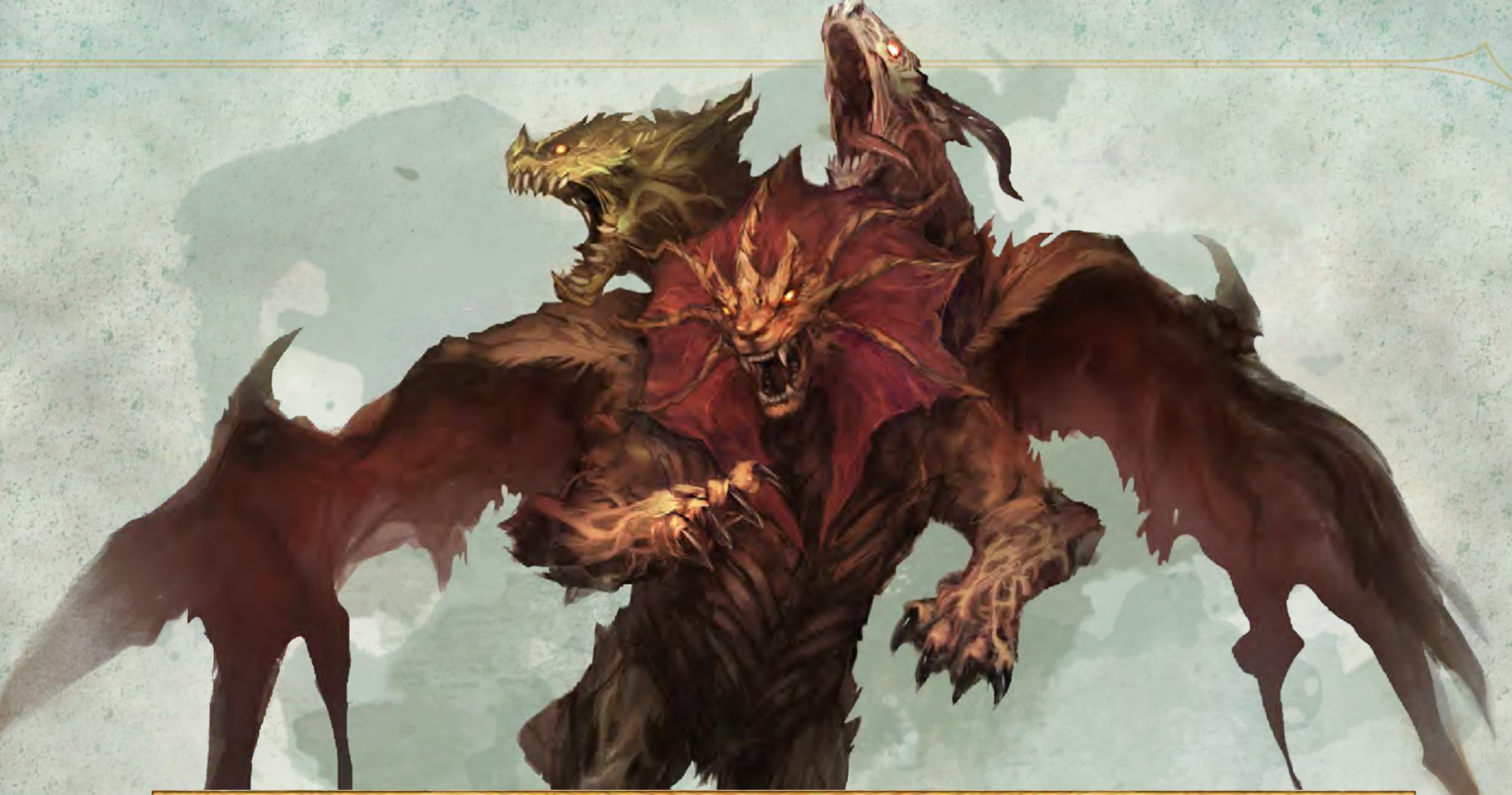
Multiattack. The demimaera makes three attacks: one with its bite, one with its horns, and one with its snake tail. When its fire breath is available, it can use the breath in place of its bite and horns.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10+3) piercing damage.

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) bludgeoning damage.

Snake Tail. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) piercing damage and if the target it a creature, it must make a DC 13 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.

Fire Breath (Recharge 5-6). The lion's head exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.



MAERAGORGON

Huge fiend, chaotic evil

Armor Class 17 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	8 (-1)	16 (+3)	11 (+0)

Saving Throws Str +11, Dex +7
Skills Athletics +11, Intimidation +5, Perception +8
Damage Immunities poison
Damage Resistances cold, fire, bludgeoning, piercing and slashing damage from nonmagical weapons
Senses darkvision 60 ft. passive Perception 13
Languages Abyssal, Draconic
Challenge 16 (15,000 XP)

Fiendish Strikes. At the start of each of the maeragorgon's turns, roll a d4. The maeragorgon gains an effect depending on the number rolled, as described below:

1: No effect.

2: Until the end of the turn, the maeragorgon's claws become wreathed in flame. For the duration, the maeragorgon's claw attack deals an additional 7 (2d6) fire damage on a hit.

3: Until the end of the turn, the maeragorgon's horns become coated with ice. For the duration, the maeragorgon's horn attack deals an additional 3 (1d6) cold damage on a hit, and causes the target's speed to be reduced by 10 feet until the end of their next turn.

4: Until the end of the turn, the maeragorgon's dragon mouth becomes coated in a deadly poison. For the duration, the maeragorgon's bite attack deals an additional 4 (1d8) poison damage on a hit, and causes the target to be poisoned until the end of their next turn.

Legendary Resistance (1/Day). If the maeragorgon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The maeragorgon makes three attacks: one with its bite, one with its horns, and one with its claws. When its poison breath is available, it can use the breath in place of any two of the above attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (2d8+6) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) slashing damage.

Horns. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (1d12+6) bludgeoning damage.

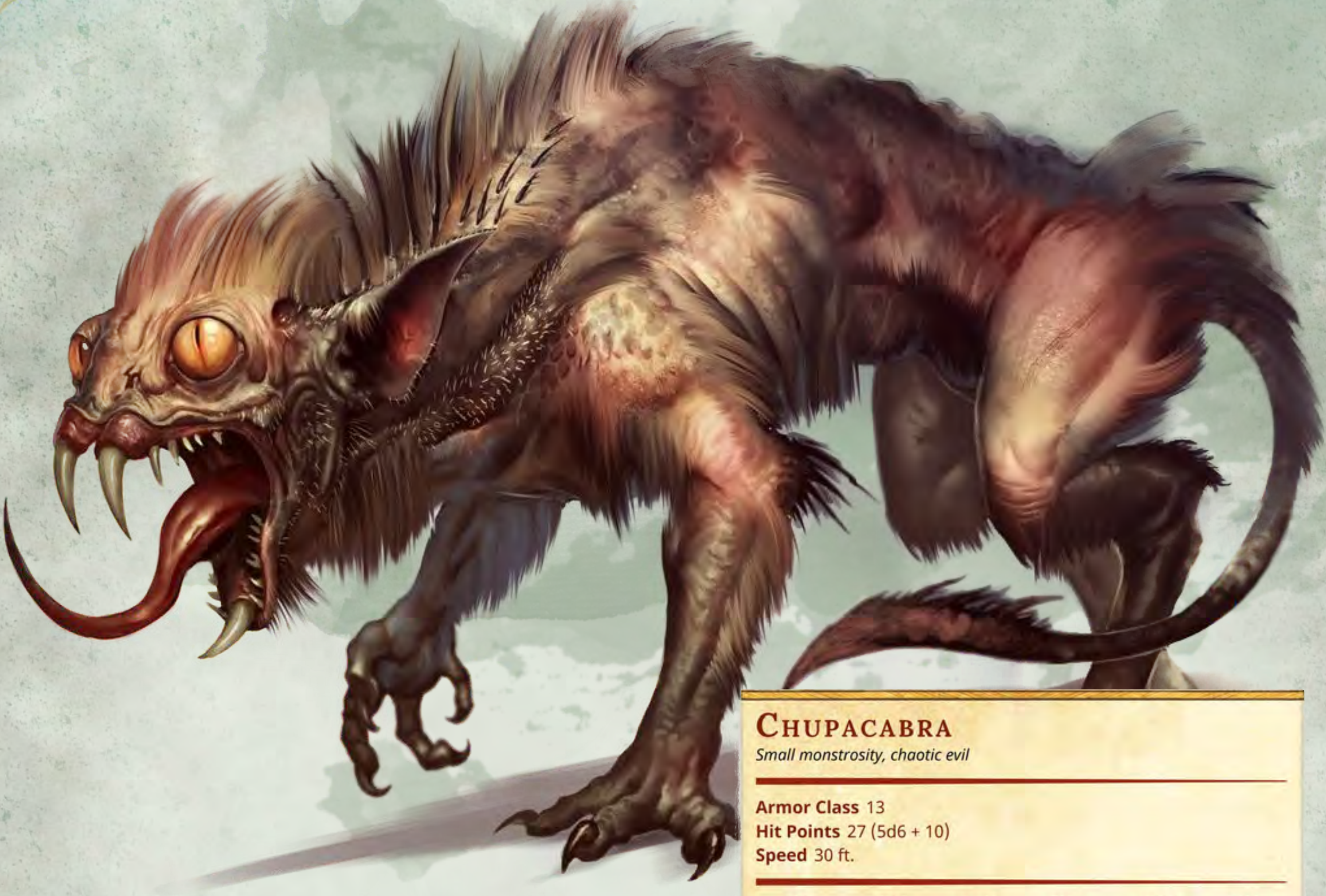
Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 10 (1d8+6) bludgeoning damage.

Poison Breath (Recharge 5-6). The dragon head exhales a poisonous cloud in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The maeragorgon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The maeragorgon regains spent legendary actions at the start of its turn.

Detect. The maeragorgon makes a Wisdom (Perception) check.
Tail Attack. The maeragorgon makes a tail attack.
Fiery Liftoff (Costs 2 Actions). The maeragorgon lifts off in a burst of flame. Each creature within 5 feet of the Maeragorgon must make a DC 18 Dexterity saving throw. On a failed save, a target takes 10 (3d6) fire damage and is pushed 5 feet away from the maeragorgon. On a success, a target takes half as much damage and is not pushed. The maeragorgon can then fly up to half its flying speed.



CHUPACABRA

Although this blood-sucking carnivore is most well-known for its hunting of goats, sheep, and other farm animals, it preys on any creature that it is capable of killing. The victims of a chupacabra are sucked dry of their blood, all with three puncture wounds centered around a point on their chest or neck. When such victims are found on the edges of civilization, there is little that untrained, unprotected villagers can do to protect themselves or their livestock from such vicious monsters.

Nocturnal Predators. A chupacabra spends the daylight hours asleep, hidden in its swampy lair. Small prey—drained of blood—may be found in these lairs as evidence of their inhabitants, but its lair is otherwise indistinguishable from the hidey hole of a common beast. It is only at nightfall that these monstrous creatures awaken, ready to hunt for their next meal. Quiet on its feet, a chupacabra stalks the outskirts of a village, waiting for a suitable meal to show itself. Once the opportunity arises, a chupacabra darts out from its hiding place, ambushing its prey before they can react. When it completes its kill, it vanishes into the night as quickly as it came.

Fueled by Blood. While a chupacabra's taste for blood is commonly known among adventurers, lesser known are the magical effects fresh blood has on a chupacabra's body. As long as a chupacabra is able to suck the blood of a creature, it can close its wounds and greatly increase its stamina. Those that fight a chupacabra are often surprised by its increased speed and durability in combat.

CHUPACABRA

Small monstrosity, chaotic evil

Armor Class 13
Hit Points 27 (5d6 + 10)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	14 (+2)	5 (-3)	13 (+1)	7 (-2)

Skills Athletics +3, Perception +3, Stealth +5
Damage Resistances bludgeoning, piercing and slashing damage from nonmagical weapons that aren't silvered
Senses darkvision 60 ft. passive Perception 11
Languages —
Challenge 1 (200 XP)

Bloodsucker. When the chupacabra hits a creature that is neither an undead nor a construct with its bite, it gains a blood die, a d6. The chupacabra can have up to two blood dice stored at once, and can use these dice to fuel its other abilities. Unused blood dice disappear after 1 minute.

Rejuvenate. As a bonus action, the chupacabra can roll one of its blood dice, regaining hit points equal to the number rolled.

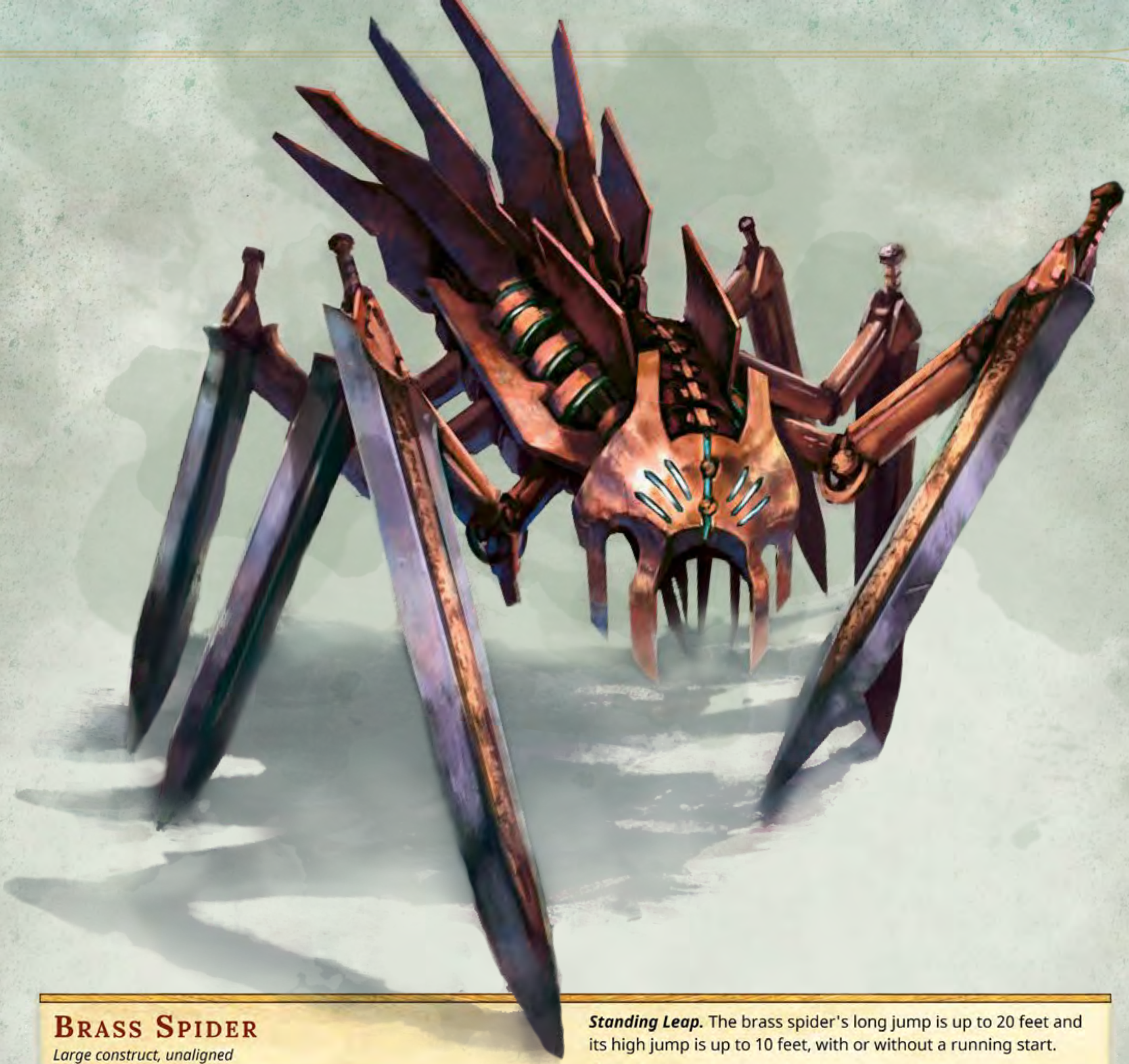
Rush. As a bonus action, the chupacabra can roll one of its blood dice, adding five times the number rolled to its speed until the end of its turn. For the duration, the chupacabra's movement doesn't provoke opportunity attacks.

ACTIONS

Multiattack. The chupacabra makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 5 (1d4+3) slashing damage.



Brass Spider

Large construct, unaligned

Armor Class 16 (natural armor)
Hit Points 67 (9d10 + 18)
Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	15 (+2)	3 (-4)	10 (+0)	1 (-5)

Skills Athletics +7, Perception +3
Damage Immunities poison, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 13
Languages understands one language of its creator but can't speak
Challenge 6 (2,300 XP)

Magic Resistance. The brass spider has advantage on saving throws against spells and magical effects.

Standing Leap. The brass spider's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Actions

Multiattack. The brass spider makes three melee weapon attacks. It can use its piercing leap in place of two of the attacks.

Slash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Skewer. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one prone creature of size Medium or smaller. *Hit:* 11 (2d6+4) piercing damage and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained. The brass spider can have up to two creatures grappled in this way at once. If the brass spider moves, it releases any grappled creatures.

Piercing Leap. If the brass spider jumps at least 10 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 15 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 14 (3d6 + 4) piercing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the brass spider's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the brass spider's space.

CLOCKWORKS

Gnomish advances in mechanical and magical design have led to the creation of many unique clockwork contraptions. Some of these designs have become staples among Gnomish crafters, while others have faded into obscurity. Two of the more well-established designs are described here.

BRASS SPIDER

The brass spider is one of the larger gnomish creations, built for its offensive power and mobility. Although commonly called a spider, the contraption only has six legs, rather than eight. However, its brass body and head resembles that of a large spider, with decorative “fangs” and a protruding abdomen. Each of its six legs are made from sharpened, iron blades. These blades serve as effective weapons, and also allow the construct to climb near-vertical surfaces, forcibly stabbing its legs into a wall for grip.

In combat, a brass spider is well suited to taking on multiple opponents, making it especially useful in a large-scale conflict. The raw power within its legs allows its to jump into the fray, knocking down and skewering multiple opponents at once. A brass spider that manages to knock down an opponent can keep that creature in place, stabbing a leg through the creature’s body or clothes straight into the ground beneath them.

ELECTRUM DRAKE

An electrum drake is a small clockwork construct built to protect its owner’s treasures like a dragon protects its hoard. Dragon-like in appearance, though without wings, an electrum drake is equipped with two breath attacks: one that creates a burst of flame, and another that releases a paralyzing gas. The electrum drake utilizes both, depending on how its creator has programmed it to fight. Many are programmed to first try to incapacitate opponents, only using their deadly flame breath if the situation escalates.

INDIVIDUAL DESIGNS

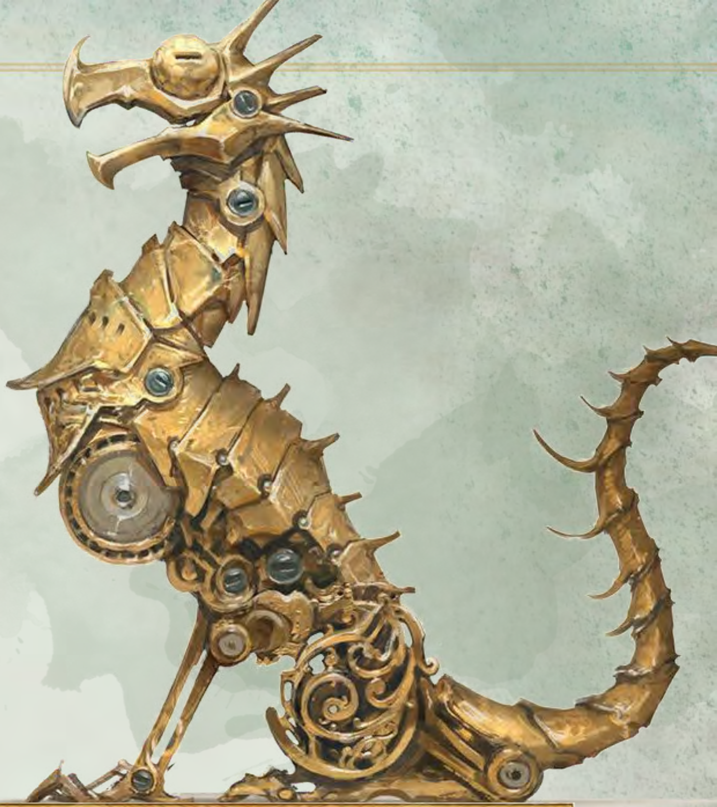
When Gnomes create clockworks, they often individualize their work, adding unique enhancements or occasionally making mistakes in the construction process. Two additional clockwork enhancements and malfunctions are described below. If selecting randomly, you now roll a d12, rather than the d10 recommended by Mordenkainen’s Tome of Foes.

CLOCKWORK ENHANCEMENTS

d12	Enhancement
11	**Makeshift Wings.** The clockwork gains a flying speed equal to its walking speed. If the clockwork ends its turn in the air, it falls.
12	**Anti-magic Core.** The clockwork can cast *counterspell* as a 3rd-level spell, using Wisdom as its spellcasting ability. Once it does so, it can’t do so again until it completes a short or long rest.

CLOCKWORK MALFUNCTIONS

d12	Malfunction
11	**Squeaky Gears.** The clockwork loses any proficiency in stealth, and has disadvantage on stealth checks.
12	**Brittle.** When the clockwork takes damage, it must make a Constitution saving throw with a DC of half the damage it took. On a failed save, its speed is permanently reduced by 10 feet.



ELECTRUM DRAKE

Small construct, unaligned

Armor Class 16 (natural armor)
Hit Points 27 (6d6 + 6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	13 (+1)	7 (-2)	14 (+2)	8 (-1)

Damage Immunities poison, bludgeoning, piercing and slashing damage from nonmagical weapons that aren't adamantine
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 60 ft., passive Perception 12
Languages one language known by its creator
Challenge 2 (450 XP)

Magic Resistance. The electrum drake has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The electrum drake makes two attacks: one with its bite, and one with its claws.

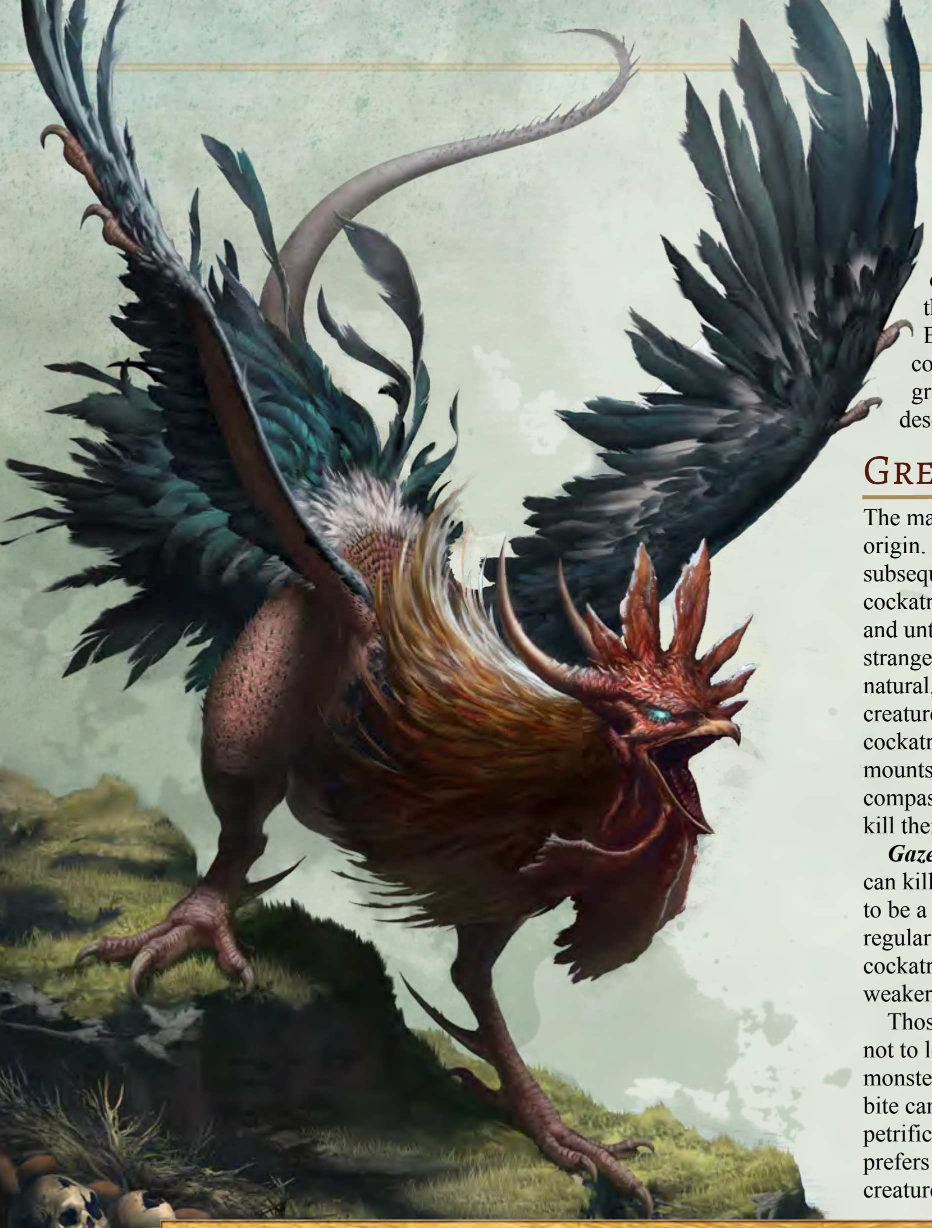
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8+4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4+4) slashing damage.

Breath Weapons (Recharge 6). The electrum drake uses one of the following breath weapons:

Fire Breath. The electrum drake exhales fire in a 15-foot cone. Each creature in the area must make a DC 12 Dexterity saving throw, taking 17 (5d6) fire damage on a failed save, or half as much damaage on a saving throw.

Paralyzing Breath. The electrum drake exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



COCKATRICES

Cockatrices are ferocious, avian monsters, resembling a horrifying hybrid of bird and reptile. Their glowing, otherworldly eyes tell of their magical nature, and even the glare of a smaller, common cockatrice strikes fear. But there exist far greater threats than the common cockatrice. Some cousins of the cockatrice pose a far greater threat. One such monstrous creature is described here.

GREATER COCKATRICE

The man-eating greater cockatrice is a creature of unnatural origin. Produced from the egg of a common cockatrice that is subsequently incubated in the belly of a giant toad, a greater cockatrice can grow to sizes far larger than a man. Ferocious and untamable, greater cockatrices are only rarely born. As the strange circumstances that lead to their hatching are hardly natural, these creatures are only born through the will of other creatures. Evil humanoids might seek to hatch a greater cockatrice, but the creatures are hardly useful as guards, mounts, or companions. A greater cockatrice feels no compassion for a creature that raises it, and is just as likely to kill them as it is to kill their enemies.

Gaze of Death. Some superstitions claim that a cockatrice can kill with its gaze alone. A seasoned adventurer knows this to be a myth, but myths often hold grains of truth. While regular cockatrices have no such ability, the gaze of a greater cockatrice causes onlookers bodies to wither away, with weaker creatures dying from a single glare.

Those that face a greater cockatrice in battle must be careful not to look the creature in the eye, while also avoiding the monster's deadly beak. Like their smaller counterparts, a single bite can lead to petrification. In some cases, however, petrification is not a death sentence. A greater cockatrice prefers to eat non-petrified creatures, and may leave a petrified creature with only a missing limb upon its awakening.

GREATER COCKATRICE

Large monstrosity, chaotic evil

Armor Class 16 (natural armor)
Hit Points 142 (19d10 + 38)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	6 (-2)	15 (+2)	7 (-2)

Skills Intimidation +1, Perception +5
Damage Resistances necrotic
Condition Immunities petrified
Senses darkvision 60 ft., passive Perception 15
Languages —
Challenge 7 (2,900 XP)

Deadly Gaze. When a creature that can see the cockatrice's eyes starts its turn within 30 feet of the cockatrice, the cockatrice can force it to make a DC 15 Constitution saving throw if the cockatrice isn't incapacitated and can see the creature. The creature takes 17 (5d6) necrotic damage on a failed save, or half as much damage on a successful one.

Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the cockatrice until the start of its next turn, when it can avert its eyes again. If the creature looks at the cockatrice in the meantime, it must immediately make the save.

ACTIONS

Multiattack. The cockatrice makes three attacks: one with its bite, one with its tail, and one with its talons.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 15 (2d10+4) piercing damage and the target must succeed on a DC 15 Constitution saving throw against being magically petrified, making the save at disadvantage if the creature failed the save against the cockatrice's deadly gaze since the end of the cockatrice's last turn. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of its next turn. On a success, the effect ends. On a failure, the creature is petrified for 24 hours.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 9 (1d10+4) bludgeoning damage.

Talons. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6+4) slashing damage.

Couatls

Two variants of the couatl are described here, joining the regular couatl described in the *Monster Manual*.

Fallen Couatl

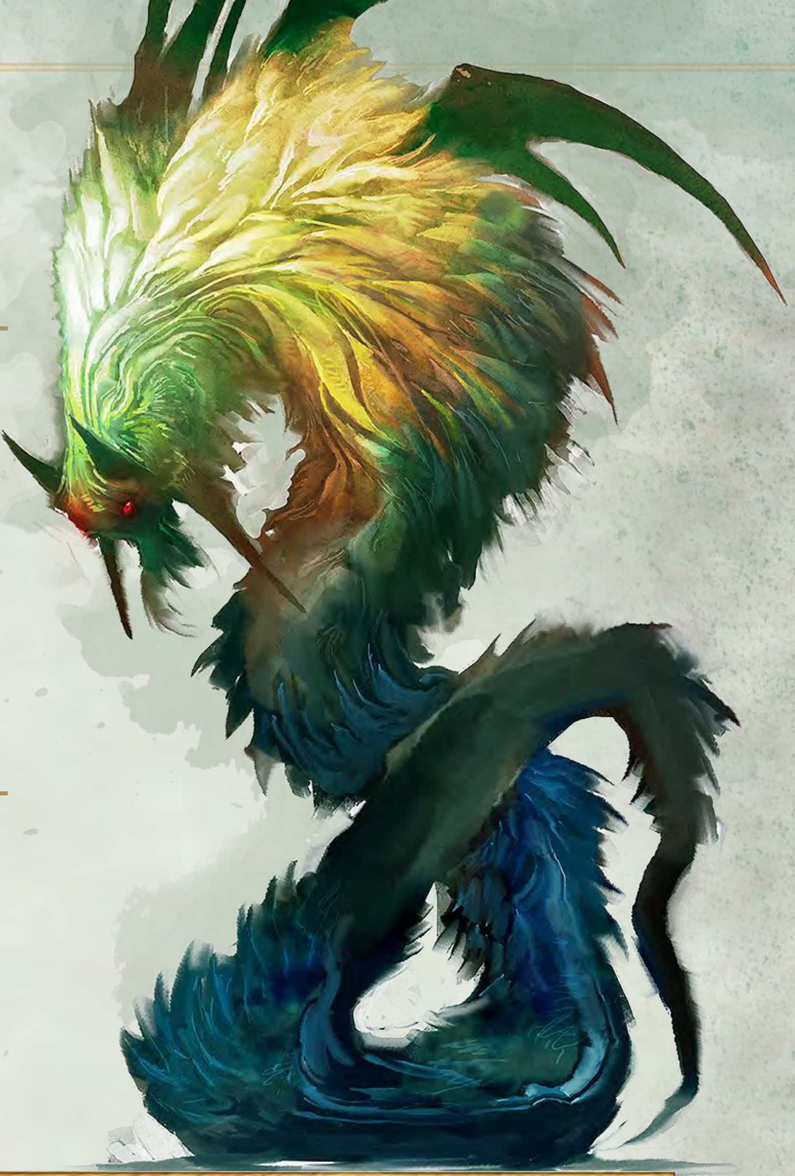
In their long lifetimes, couatls may lose sight of their original goals. With their divine mandates long fulfilled or failed, a couatl might set out to achieve its own goals, and in process slowly distance themselves the benevolent teachings of their god. When such a couatl senses its impending death, there is a chance of them seeking to change their fate. Through the powers of dark magic, a couatl can escape the permanency of death—for a price.

In granting itself immortality, a couatl loses as much as it gains. Its colorful wings wither into stumps, incapable of flight, its serpentine body becomes covered in thick feathers, and its eyes take on a deep crimson hue. They lose all that was left of their compassion, and their divine powers are replaced with necromantic abilities.

Quetzalcouatl

A quetzalcouatl is a couatl, or the descendant of a couatl, that managed to particularly impress their ancient god. For succeeding in their divine task and then going far beyond what was asked of them, a couatl might be rewarded with a gift of divine power. Such a couatl becomes gifted with magic that controls the wind, and its body grows to a truly monumental size. While their manner is still gentle and kind, quetzalcouatls have enough power to take on greater tasks and sway history according to the will of their god.

A quetzalcouatl is granted a lifespan far longer than normal couatl, and they use long life well in pursuit of their goals. These creatures are still mortal, however, and seek out mates near the end of their life to continue their sacred bloodline.



Fallen Couatl

Medium celestial, neutral evil

Armor Class 17 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	17 (+3)	16 (+3)	18 (+4)	20 (+5)

Saving Throws Con +5, Wis +6, Cha +7
Damage Immunities psychic, bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Resistances necrotic
Senses truesight 120 ft., passive Perception 14
Languages all, telepathy 120 ft.
Challenge 4 (1,100 XP)

Magic Weapons. The couatl's weapon attacks are magical.

Innate Spellcasting. The fallen couatl's spellcasting ability is Charisma (spell save DC 15). The fallen couatl can innately cast the following spells, requiring no material components:
At will: *false life, ray of sickness*
3/day each: *bane, bestow curse, blindness/deafness, ray of enfeeblement*
1/day each: *blight, circle of death*

Actions

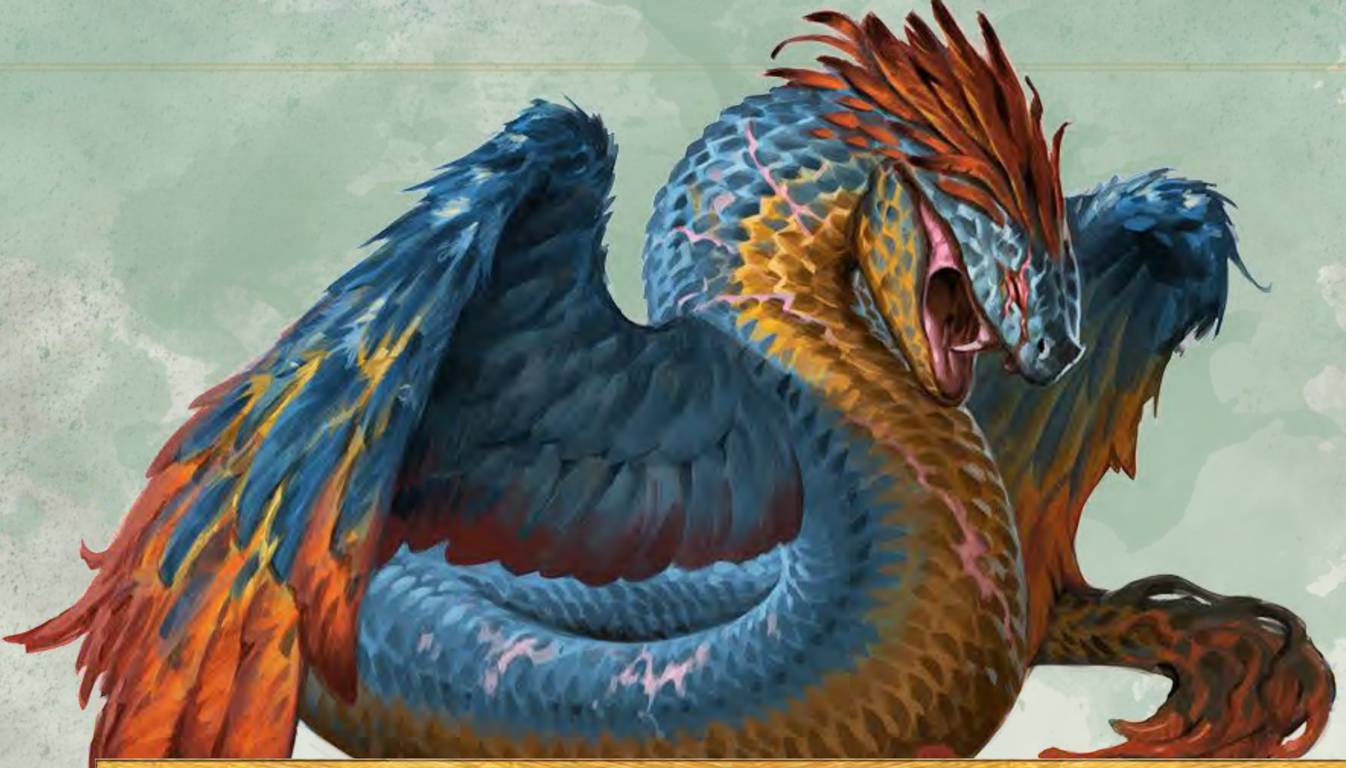
Multiattack. The couatl makes two attacks: one with its bite and one with its constrict.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d6+5) piercing damage and the target must make a DC 13 Constitution saving throw, taking 14 (4d6) necrotic damage on a failed save, or half as much damage on a successful one

Constrict. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one Medium or smaller creature. *Hit:* 8 (1d8+4) bludgeoning damage and the target is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the couatl can't constrict another target.

Change Shape. The couatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the couatl's choice).

In a new form, the couatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the couatl can use its bite in that form.



QUETZALCOUATL

Huge celestial, lawful good

Armor Class 20 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	22 (+6)	19 (+4)	19 (+4)	23 (+6)	20 (+5)

Saving Throws Con +9, Wis +11, Cha +10
Skills Arcana +9, Perception +11, Religion +9
Damage Immunities psychic, bludgeoning, piercing and slashing damage from nonmagical weapons
Damage Resistances necrotic, poison, radiant
Senses truesight 120 ft., passive Perception 21
Languages all, telepathy 120 ft.
Challenge 14 (11,500 XP)

Magic Weapons. The quetzalcouatl's weapon attacks are magical.

Shielded Mind. The quetzalcouatl is immune to scrying and to any effect that would sense its emotions, read its thoughts, or detect its location.

Waxing Wind. As a bonus action on its turn, the quetzalcouatl can cause a wind to develop centered on a point the quetzalcouatl can see within 60 feet of it. For the next minute or until the quetzalcouatl uses this ability again, a 20-foot radius area centered on that point becomes difficult terrain for the duration. Starting at the end of the quetzalcouatl's next turn, the wind picks up. For the remaining duration, each creature that starts its turn in the area must make a DC 17 Dexterity saving throw. A creature takes 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Innate Spellcasting. The quetzalcouatl's spellcasting ability is Charisma (spell save DC 18). The quetzalcouatl can innately cast the following spells, requiring no material components:
At will: *create food and water, detect good and evil, detect magic, detect thoughts, gust of wind, lesser restoration, protection from poison*
3/day each: *bless, dream, greater restoration, healing word, sanctuary, scrying, shield, wind wall*
1/day each: *control weather, control winds, heal, whirlwind*

ACTIONS

Multiattack. The quetzalcouatl makes two attacks: one with its bite, and one with either its constrict or its throw. It also uses slicing wind once.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6+6) piercing damage and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 24 hours. Until this poison ends, the target is unconscious. Another creature can use an action to shake the target awake.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one Large or smaller creature. *Hit:* 11 (2d6+4) bludgeoning damage and the target is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the quetzalcouatl can't constrict another target.

Throw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature grappled by the quetzalcouatl. *Hit:* 7 (1d6+4) bludgeoning damage and the creature is thrown up to 30 feet in a direction of the quetzalcouatl's choice.

Slicing Wind. The quetzalcouatl causes the air centered on a point that it can see within 60 feet of it to slice at nearby creatures. Each creature within a 5-foot radius of the point must make a DC 17 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one.

Change Shape. The quetzalcouatl magically polymorphs into a humanoid or beast that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the quetzalcouatl's choice).

In a new form, the quetzalcouatl retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a bite attack, the quetzalcouatl can use its bite in that form.

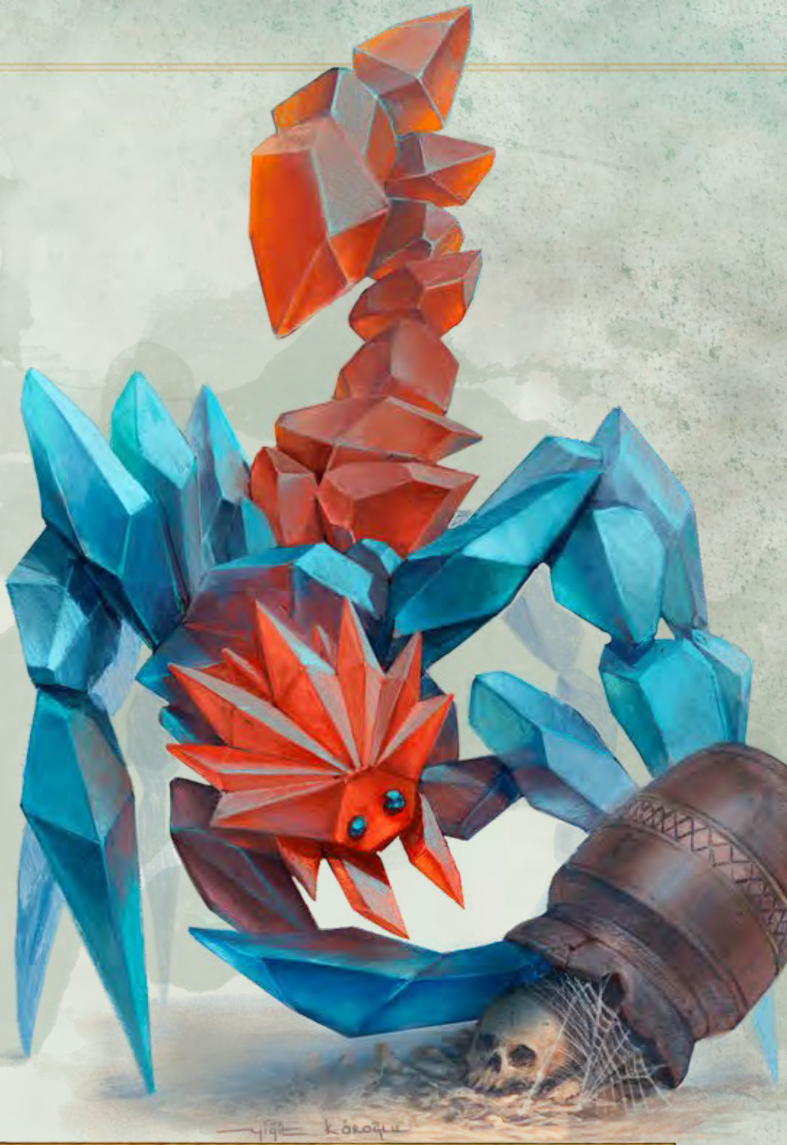
CRYSMAL

The curious, scuttling crysmal resembles a scorpion built from colorful gemstones. Native to the Elemental Plane of Earth, crysmals search the winding caverns of that plane for gems and valuable stones. These minerals serve as the basis of their diet, and a crysmal also uses them to reproduce. In order to create offspring, a crysmal imbues a conglomeration of stones and crystals with psionic energy. In their long lives, usually lasting well over a century, a crysmal does little more than eat and reproduce.

Delver's Bane. Some crysmals manage to make their way to the material plane, where they are of particular nuisance. Miners and cave explorers learn to fear these creatures, as they will often attack humanoids in search of the gemstones they might be carrying. Often, it is a better idea to give up some gemstones and run than it is to fight one of these creatures, especially if they are encountered in a group.

Elemental Absorption. The stone that makes up a chrysmal's tail absorbs the energy of cold, fire, and lightning based attacks, making those damage types ineffective and charging the crysmal with elemental power. In this way, a crysmal can attempt to exploit a creature's weaknesses by changing its damage type, though another creature can achieve the opposite by damaging the chrysmal with a damage type that creature is resistant to.

Psionic Hierarchy. Crysmals generally live in small packs of three to five, with one of the pack's members acting as its leader. The leader generally is the chrysmal most proficient with its psionic abilities, which is in turn the most well-fed among the group. Crysmals fed more precious stones develop stronger psionic abilities, while crysmals that go unfed gradually lose their psionic capabilities.



CRYSMAL

Small elemental, unaligned

Armor Class 14 (natural armor)
Hit Points 60 (8d6 + 32)
Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	18 (+4)	5 (-3)	16 (+3)	6 (-2)

Skills Perception +5, Investigation -1
Damage Immunities poison
Damage Resistances cold, fire, lightning, piercing and slashing damage from nonmagical weapons that aren't adamantine
Condition Immunities poisoned
Senses darkvision 60 ft., blindsight 10 ft., passive Perception 15
Languages understands Terran but can't speak
Challenge 3 (700 XP)

Crystalline Tail. The crysmal's tail is made from a magical crystal that absorbs and reacts with cold, fire, and lightning. Whenever the crysmal takes cold, fire, or lightning damage, its tail becomes charged with that damage type until it become charged with a different one. The crysmal's tail attack deals an additional 7 (2d6) damage of the damage type it is charged with.

Additionally, if the crysmal is missing its tail at the start of its turn, roll a d6. On a roll of 5-6, its tail reforms.

Elemental Augment (1/Day). As a bonus action on its turn, the crysmal charges its tail with cold, fire, or lightning.

Earth Glide. The crysmal can burrow through nonmagical, unworked earth and stone. While doing so, the crysmal doesn't disturb the material it moves through.

Innate Spellcasting (Psionics). The crysmal's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

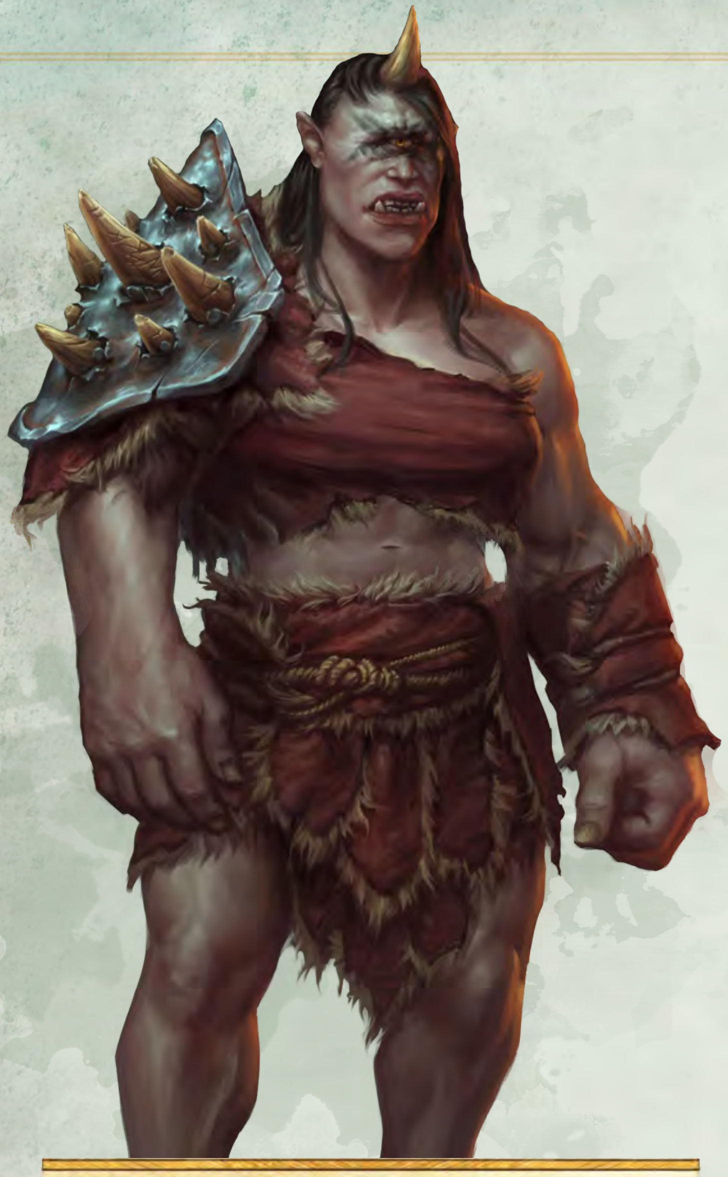
At will: *mage hand* (the hand is invisible)
3/day each: *catapult, jump*

ACTIONS

Multiattack. The crysmal makes three attacks: two with its claws and one with its tail.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+3) slashing damage.

Tail. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 6 (1d6+3) piercing damage. If the crysmal makes a ranged attack with its tail, the tail explodes on impact, hit or miss. Each creature within 5 feet of the target, including the target, must make a DC 13 Dexterity saving throw. A creature takes the same damage as the initial attack on a failed save, or half as much damage on a successful one. The crysmal is then unable to make tail attacks until its tail reforms.



Half-Cyclops

Large giant, neutral

Armor Class 13 (hide armor)
Hit Points 67 (9d10 + 18)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	10 (+0)	9 (-1)	11 (+0)

Senses passive Perception 9
Languages Common, Giant
Challenge 2 (450 XP)

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Actions

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8+4) bludgeoning damage.

Unarmed Strike. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+4) bludgeoning damage. If the target is a creature of size Medium or smaller, it is grappled (escape DC 14)

Javelin. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft., or range 30/120 ft., one target. *Hit:* 11 (2d6+4) piercing damage.

CYCLOPES

The term "cyclops" refers only to a one-eyed giant. While the cyclops described in the *Monster Manual* is the most common creature of that description, there are other, rarer creatures that also fit that definition. Whether related to the traditional cyclops or not, the creatures described below are all generally described as such by common people.

HALF-CYCLOPS

When a cyclops mates with a human, goliath, hobgoblin, bugbear, or orc, the result is a half-cyclops. Such a pairing is rare, as the difference in size between most humanoids and cyclopes is usually too large for mating to be possible. A particularly young, runtish cyclops and a particularly large humanoid may be able to mate, however, though a human mother rarely survives childbirth.

Once born, a half-cyclops grows quickly, reaching heights of 6-7 feet by age 8. An adult half-cyclops stands close to 10 feet tall and weighs 600 pounds on average.

Possessing giant-like strength combined with greater intelligence, half-cyclopes make for powerful warriors and adventurers, though they are often shunned by humanoid societies that judge them as unintelligent savages.

INFERNAL CYCLOPS

An infernal cyclops is a minion of Asmodeus, created to further that archdevil's goals in the material plane. Gifted with demonic cruelty and infernal abilities, these creatures were first created millenia ago, twisted from regular cyclopes into terrifying, misshapen forms. Though most cyclopes that underwent this transformation died in the process, the few that survived were granted strength rivaling even the most powerful giants of the world. Over time, this species has been twisted so far from normal cyclopes as to be completely unrecognizable, save for their singular, bright red eye.

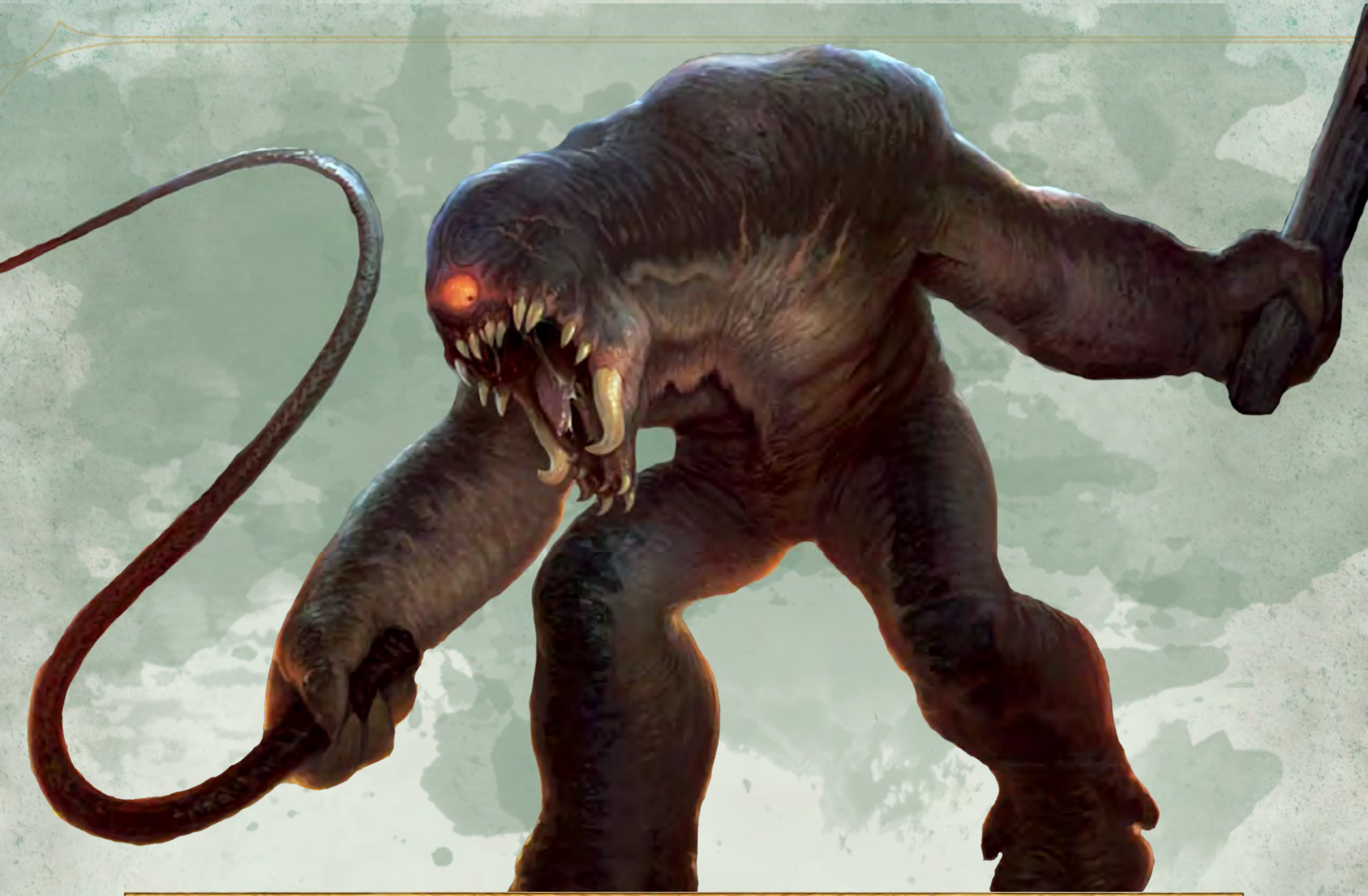
In battle, an infernal cyclops wields both a giant-sized club as well as a long whip imbued with hellfire, which it uses to great effect. With a shrill, uncharacteristic shriek, the creature can stop foes in their tracks. But its most dangerous weapon is its eye—with a look, an infernal cyclops can unleash a ray of hellfire that annihilates whatever it strikes.

NOTES: USING THE INFERNAL CYCLOPS

The infernal cyclops is meant to be used in an environment with ample amounts of cover. The cyclops' eye ray deals a considerable amount of damage, but its delay means that players have the opportunity to duck behind cover before the ray fires. As the ray always fires at the start of the cyclops' turn, before the cyclops has a chance to move to a better firing position, mobile players can avoid ever taking a hit. The only time a highly mobile player, like a rogue, should be at risk of being hit by the eye ray is after being stunned by the cyclops' shriek, or after being immobilized in some other way.

Also consider making much of the available cover destructible, so that the eye ray becomes harder to avoid as the fight progresses and cover becomes more scarce.

Lastly, keep in mind that the players can choose to intentionally fail the save, allowing them to protect allies that can't make it into cover in time (such as players stunned by the cyclops' shriek).



INFERNAL CYCLOPS

Huge giant, lawful evil

Armor Class 16 (natural armor)
Hit Points 264 (23d12 + 115)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	21 (+5)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +5, Con +9
Skills Intimidation +6
Damage Immunities fire
Damage Resistances poison
Senses darkvision 60 ft., passive Perception 11
Languages Common, Giant, Infernal
Challenge 15 (13,000 XP)

Eye Ray. As a bonus action, the cyclops can begin charging its eye with infernal energy, causing its iris to glow with red light. At the start of its next turn, the light dissipates and the cyclops releases a beam of fire from its eye along a line 5 feet wide and 90 feet long, stopping early if the line intersects with a solid surface. If the beam intersects with a creature, that creature must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 45 (10d8) fire damage, and the beam stops traveling. On a successful save, the creature takes no damage and the beam continues travelling, potentially intersecting with another target. A creature can choose to intentionally fail the save.

If the beam strikes an object or suface, it deals 45 (10d8) fire damage to whatever it struck.

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

Magic Resistance. The cyclops has advantage on saving throws against spells and other magical effects.

ACTIONS

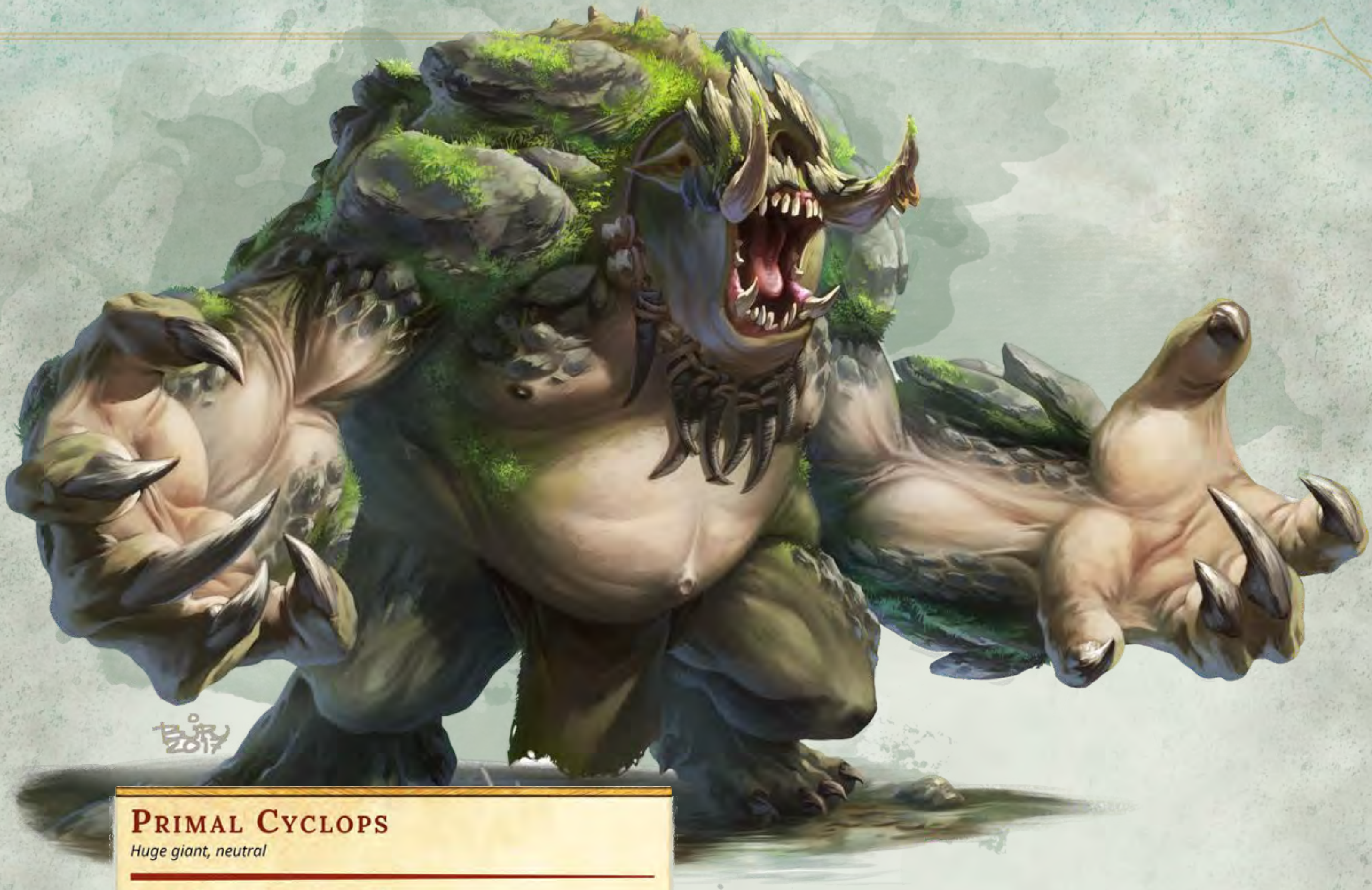
Multiattack. The cyclops makes three attacks: one with its bite, one with its club, and one with its whip. Alternatively, it can make two attacks with its whip.

Bite. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6+7) piercing damage and the target must make a DC 18 Constitution saving throw. On a failed save, a target takes 7 (2d6) poison damage and is poisoned until the end of their next turn. On a successful save, a target takes half as much damage and is not poisoned.

Club. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (3d4+7) bludgeoning damage.

Whip. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 14 (3d4+7) slashing damage plus 9 (2d8) fire damage.

Stunning Shriek (Recharge 5-6). The cyclops releases an unnaturally high-pitched shriek. Each creature within 30 feet of the cyclops that can hear the shriek must succeed on a DC 15 Wisdom saving or be stunned until the end of the cyclops' next turn.



PRIMAL CYCLOPS

Huge giant, neutral

Armor Class 16 (natural armor)
Hit Points 149 (13d12 + 65)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	21 (+5)	6 (-2)	7 (-2)	10 (+0)

Senses passive Perception 8
Languages Giant
Challenge 8 (3,900 XP)

Blood Scent. The cyclops can sense the location of any creature within 30 feet of it that has half its hit points or fewer, allowing it to ignore invisibility and sniff out creatures outside its field of view. The cyclops cannot sense creatures without blood, like constructs, elementals, and some types of undead.

Keen Smell. The cyclops has advantage on Wisdom (Perception) checks that rely on smell.

Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two claw attacks.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 17 (3d6+7) slashing damage.

Rock. *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one target. *Hit:* 34 (5d10+7) bludgeoning damage.

Frenzy (Recharge 5-6). The cyclops makes four claw attacks against one target. After these attacks, the cyclops gains 3 (1d6) temporary hit points for every attack that hit.

PRIMAL CYCLOPS

A so-called primal cyclops is actually a completely unrelated species of giant to the normal cyclops, but their shared characteristic of a single eye makes these two creatures often confused. A primal cyclops is part giant, part elemental, as rock-like armored plates sprout from its arms and backside. Its hands are overly large, even considering its colossal stature, and its fingers are ended by sharp, stone-like claws.

Reclusive. A primal cyclops lives alone, far from other members of it kind and even farther from anything that could be called civilization. For most of their lives, a primal cyclops lives only with the animals that it keeps, which include both farm animals like sheep and cows, as well as hunting animals like dire wolves. Primal cyclopes are known to get quite attached to some of the animals they hunt with, and won't hesitate to kill any creature that harms or kills one of its hunting companions.

The only time a primal cyclops seeks out another one of its kind is when it wishes to mate. When the time is right, a primal cyclops sets out across the wilderness to find a mate. Mating between these creatures is a loveless affair, and they raise their young only the minimum amount necessary before releasing them to fend for their own.

Keen-Nosed. Primal cyclopes have a keen sense of smell, especially when it comes to the scent of blood. While their eyesight is poor, like other cyclopes, their sense of smell makes up for it. Primal cyclopes can track down wounded creatures for miles, and can pinpoint the exact location of nearby bleeding creatures, even if they have no way to see them.

A Book of Monsters from A to C

The *Monster Module* presents an array of new monsters to supplement those in the *Monster Manual*, such as the divine agathion, the fearsome greater basilisk, and the majestic cerynitis.

A compilation of new yet recognizable creatures, this book contains a monstrous assembly for Dungeon Masters that are ready to challenge their players. Some of these monsters are inspired by mythology, while others are conversions from past editions, culled from D&D's history and updated to 5th Edition's design paradigms.

If you want to see more of my homebrew, such as the *Dark Arts Player's Companion* and the *Sprouting Chaos Player's Companion*, check out my blog, linked below, or my posts on /r/unearthedarcana

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